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NAT'L PUZZLE TEST p.55

GAMES



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ANSWERS, PAGE 38

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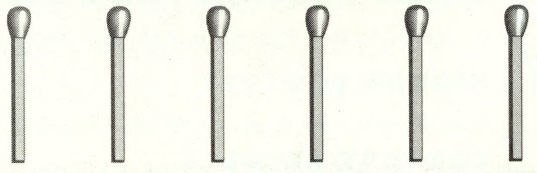
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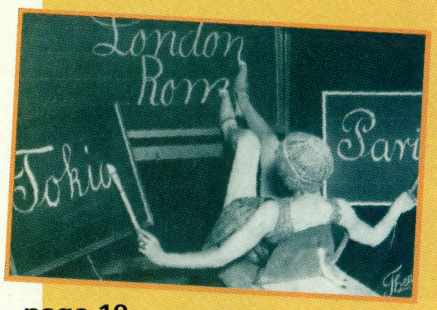
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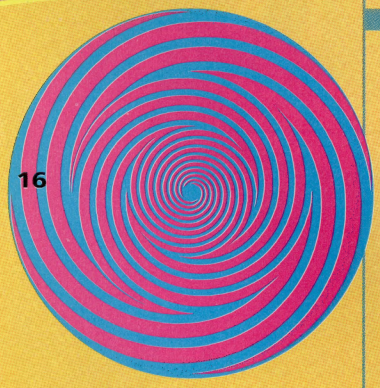
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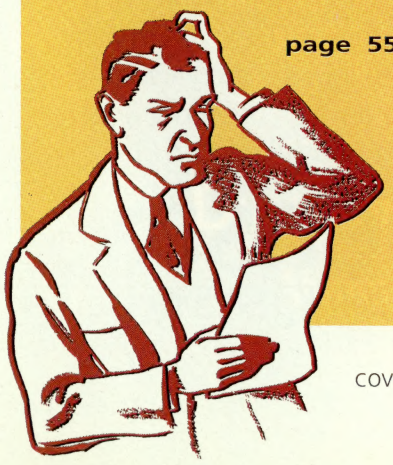
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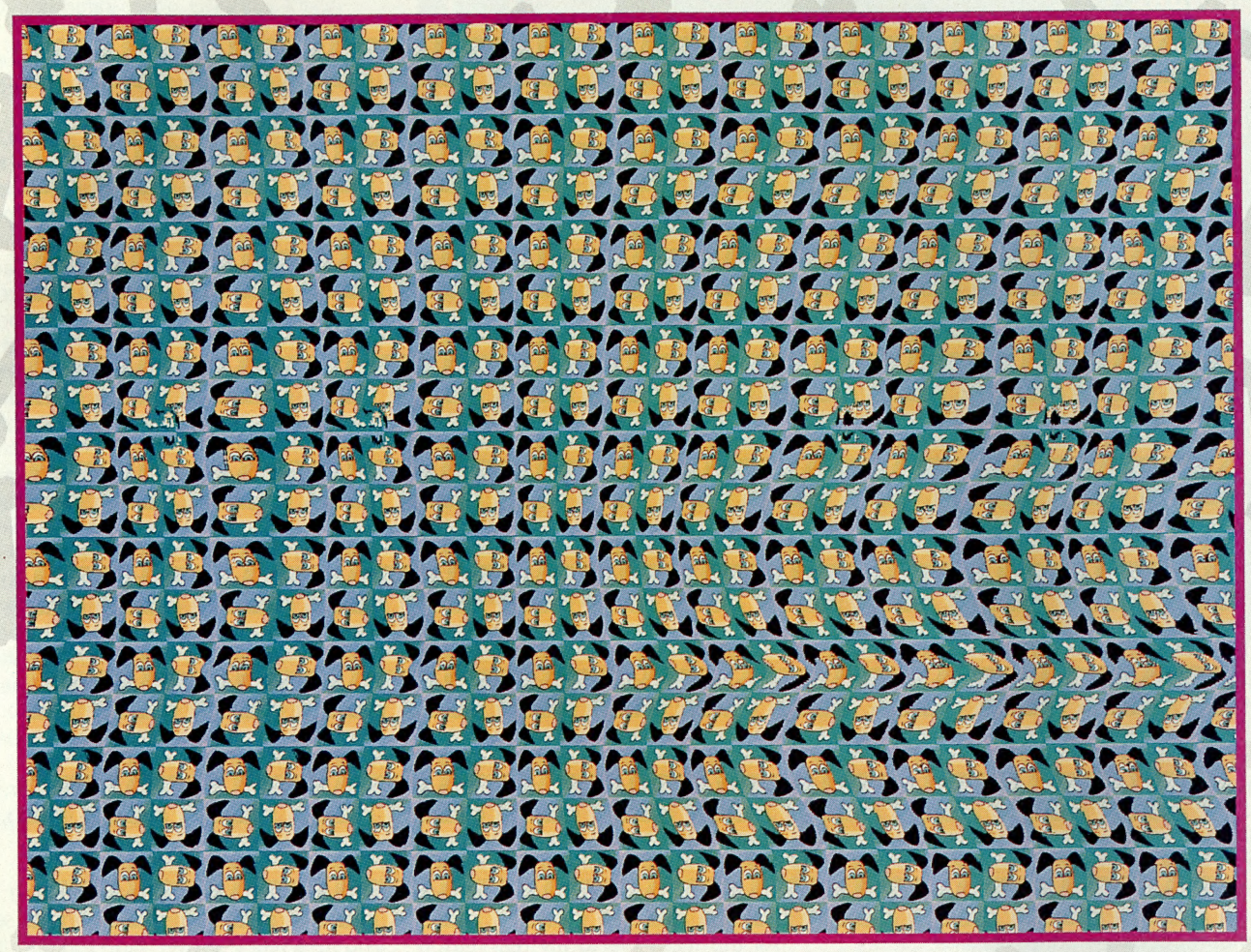
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LETTERS

BEWARE THE APRIL FOOL

The arrival of the April issue of GAMES means it's time for more of our special brand of April foolery.

Scattered through this issue are six pitfalls for the unwary—puzzles with trick solutions, questions with unusually easy answers (if you're paying attention), or features that otherwise are not what they appear to be on the surface. Although every puzzle that purports to have a solution does in fact have one, it may not be the solution you expect.

While keeping one eye peeled for April Fools, keep the other one on the lookout for the Hidden Contest. Somewhere in this issue is a concealed announcement with instructions on how to enter the contest. You'll know it when you find it, but here's a hint: The announcement is in two parts that work together, and neither part is in the Answers. Fifteen correct entries randomly drawn on May 3 will win GAMES T-shirts.

One more thing, and this is NOT an April Fools joke or the Hidden Contest. GAMES is planning a time-sequence puzzle on a wedding and is looking for a ceremony to photograph. If you or someone you know is getting married between now and August and would like the event to be turned into a GAMES puzzle, please tell us in a brief letter why you think yours should be the one. By April 30, please. And good luck.

Will Shortz
Editor

EDUCATIONAL GAMES

My son and I competed in—and completed!—your Nationwide Scavenger Hunt III (October). I've never had such intensive, frustrating fun. As a member of the teacher education faculty at Weber State University, I have used lots of past GAMES puzzles and activities with my students, who presumably use them with *their* students later on. It's great "mental caffeine." Puzzles and games have a definite place in our schools. I saw all sorts of unexpected benefits from this Scavenger Hunt: innovative research, and the use and development of social skills such as wheedling, cajoling, being grovelingly diplomatic when requesting things of total strangers, and cooperation—my son, age 11, and daughter, age 7, got along wonderfully for two weeks.

Al Forsythe, Ed.D.
Associate Professor
Ogden, UT

FREE PARKING

Enclosed please find 28 of the 30 Scavenger Hunt items. You're lucky I have a sense of humor. The lady at the International Golf Course Association doesn't. Neither does the clerk at the Goodwill store. My mother-in-law, who reluctantly gave up her Ed McMahon envelope, is sure I cheated her out of ten million dollars, and my husband isn't too happy that I've removed a "valuable" (Ron Clark) ball card from his boyhood collection.

The items I've collected have traveled approximately 2001 miles to be brought together as a set. I won't tell you how much I spent, but my husband is thrilled that I am indebted (really indebted) to him until close to the end of the 21st century.

All this leads me to my real reason for writing: As an editor at GAMES, will I have my own parking space?

Lauri Shoup
Indiana, PA

GROWING LISTLESS

The Scavenger Hunt has been a great diversion these past few weeks. We don't know what we'll do without the excitement of the daily searching and the countdown.

You did a really nice job on the list construction: All items fit easily in an envelope; all items were basically worthless, so we didn't have to be rich to play; and most items were things that people throw away—which made them hard to find.

I think the winner of this contest should have to make up the next list of 30 items. It would take quite a while simply to create the list.

Thanks a lot for such a fun game. What will we do next month?!

Greg Walsh and the gang of searchers
Baltimore, MD

For a full report on the Scavenger Hunt, turn to contest results on page 52.—Ed.

CHESS ONE OF THOSE THINGS

Kudos to GAMES for your coverage of the U.S. Charity Chessathon ("Chessmania," Gamebits, December). However, you failed to mention the United States Chess Federation as the host, organizer, and main sponsor of the event! You mistakenly credited the American Chess Foundation, a worthy but separate organization.

Al Lawrence, Executive Director
U.S. Chess Federation
New Windsor, NY

For information on the '93 Chessathon, readers can call 1-800-388-KING.—Ed.

THE ARTFUL DODGER

The "Paint by Numbers" (Pencilwise, February) is awesome! I spent hours and hours on it and I'm nowhere near finished, but I'm having a blast. Please give us more!

Also the four-in-one "Word Games" is brilliant—all of it. Thanks for preventing me from doing (so far) *a week's* worth of errands, cooking, etc.

B.G. Simon
Chicago, IL

EUREKA

Eureka is the department dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

•**Remote Possibilities** (TV initials puzzle, December). Mike Miale of Johnson City, NY, found another option for one of the TV abbreviations: "ESPN could also claim rights to program #02, which could be titled 'Eden Settlers Posing Nude.'"

•**As Advertised** (Source of Wonder puzzle disk, February). Using a computer, Charles Kluepfel of Bloomfield, NJ, found several dozen alternate solutions to this 19th-century puzzle card, including CAMERAMAN, FORTHWITH, MERCENARY, QUAKERISM, REDOLENCE, REMATCHES, ROMANCERS, SHAPELIER, and VULCANIZE. For good measure, he reversed his program to discover such counterclockwise combinations as MAHARAJAH, OVERTRAIN, and RAILROADS.

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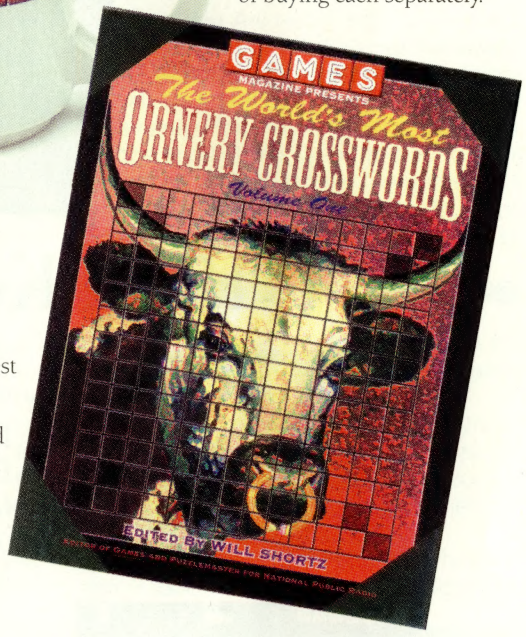
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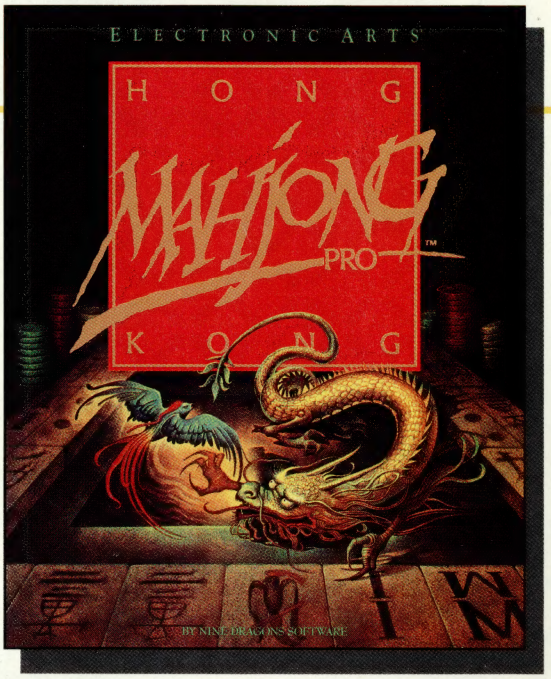
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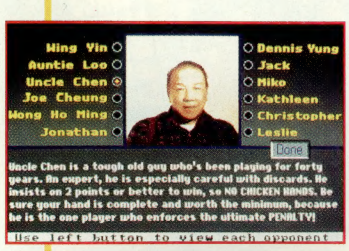
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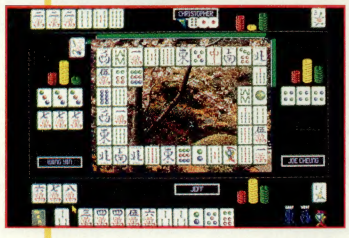
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GAMEBITS

edited by mark danna

LIGHTS! CAMERA! MATE!

In the movies, whenever you see somebody playing chess you can be pretty sure he's either a sadist, a criminal genius, a lunatic, or somebody in love (a kind of lunatic). But in Paramount's upcoming movie *Searching for Bobby Fischer*, based on Fred Waitzkin's book about the chess education of his seven-year-old son, Josh, chess is played by regular people—kids, mostly.

One problem unique to movies that include chess scenes is that many people in the audience know nothing about the game. So producer Scott Rudin, director-screenwriter Steve Zaillian, and technical consultant Bruce Pandolfini, Josh's real-life chess teacher, came up with some visual clues to help the chess-perplexed.

First it was necessary to teach the actors who didn't play chess how to look as if they've been playing it all their lives. For instance, duffers are recognizable by their clumsy capturing technique. Experienced players lift the captured piece and replace it with the capturing piece in a single smooth motion, usually with three fingers of one hand. Actors had to practice both overhand and sidehand captures. Using the captured piece to hit the button on the chess clock is considered cool.



Bruce Pandolfini (left) and real-life Josh Waitzkin (right) on the set.

Then there's the "Zuckerman slide," an elegant way of moving a piece by using two fingers to slide it across the board without lifting it or letting it touch other pieces. It gets its name from the New York master who perfected it.

An obvious way of letting the movie audience know how a game is going is to show the faces of the spectators, which register either joy or dismay depending on which player they're rooting for. Another handy technique is to group the captured white pieces on one side of the table and the black ones on the other so the audience can see who's ahead.

When one player makes his moves much more quickly than his opponent, he's probably winning. When a player makes several captures in a row and his opponent does not reciprocate, he's probably winning. When a player gives a series of checks in a row, he's probably winning.

When a player sweeps the pieces off the board, he has definitely lost. In case it wasn't obvious. ■ —Burt Hochberg



BILLBOARDWALK

The world's biggest "You Are Here" sign, a 20-by-60-foot billboard showing part of a Monopoly board with an arrow pointing to Boardwalk, can be found, appropriately, on the Boardwalk in Atlantic City, New Jersey. Since Monopoly properties are named for actual Atlantic City streets, Parker Brothers asked local artist Glenn Taylor (above) to paint this unique ad, which will be on display until November 1. It depicts five spaces of the board, from CHANCE to GO. If you get the chance ... go. ■ —M.D.

REWRITING HISTORY

Shortly after last year's election, the radio program *All Things Considered* noted that the letters of "Tuesday, November third" could be rearranged to form "Many voted: Bush retired." This inspired Honolulu software developer Mike Morton to use his computer program Ars Magna to create 50 more anagrams of the phrase. He sent them in to the show's producer, who arranged for him to be interviewed on the air. "One of the best," he says, "was 'No truth served by media'—but the interviewer didn't think to mention that one."

Morton got interested in anagrams in 1982, while working in an academic computer center. "There was a lot of wordplay, and there was one program that would help people do anagrams. But all it did was put letters on the screen like Scrabble tiles and hold them in place so users could switch them around. It was very time consuming."

So Morton created Ars Magna, which means "great art" in Latin and, of course, is an anagram of "anagrams." The program rearranges the letters of any name or phrase into all possible combinations of other words. George Herbert Walker Bush becomes "Huge, berserk rebel warthog." Ross Perot becomes "Sore sport." To Morton's amazement, Ronald Wilson Reagan yields "No, darlings, no ERA law." "But if you're an anagram fan," he laments, "Bill Clinton is a terrible president."

Morton intends to make the program's source code available to other programmers, "so anyone can modify it." A suggested change would let users seek anagrams containing specific words. Right now the program simply spews out every possible combination. With a long name, there could be millions of them. "It's like opening a Pandora's box," Morton says.

If you'd like to open your own box, and if you have a Macintosh Plus or more recent Mac, a copy of Ars Magna (not guaranteed to work on every machine, and no technical assistance provided) is available for $10 (check or money order) from Mike Morton, Box 11299, Honolulu, HI 96828. ■

—Zen Amid Lint (Minda Zetlin)

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HALF-A-CHANCE QUIZ

by stephanie spadaccini

★☆ Given that our April Fools issue is liberally laced with dirty tricks, we wanted to give you at least half a chance to get something right—and that's exactly what you get in this quiz.

Simply choose the right answer from the two choices provided. (And just in case you think we're trying to fool you again, none of the answers is "neither.")

ANSWERS, PAGE 38



1. When Lizzie Borden went to trial for the murder of her parents, was she found …
GUILTY or NOT GUILTY?

2. Which is larger …
ENGLAND or NEW ENGLAND?

3. Was Hiawatha …
AN INDIAN MAIDEN or AN INDIAN BRAVE?

4. What is the most common first name in the world …
JOHN or MUHAMMAD?

5. Who had more wives …
KING HENRY VIII OF ENGLAND or MICKEY ROONEY?

6. Per capita, where are more *Playboy* magazines sold …
NEW YORK CITY or DES MOINES, IOWA?

7. Who won more Nobel Prizes …
ALBERT EINSTEIN or MARIE CURIE?

8. At the end of the Daniel Defoe story, were Robinson Crusoe and Friday …
EATEN BY CANNIBALS or RESCUED?

9. Is Justice Sandra Day O'Connor's maiden name …
O'CONNOR or DAY?

10. How many children did George Washington, "The Father of His Country," have …
SIX or NONE?

11. During what war was the first Purple Heart awarded …
WORLD WAR II or THE AMERICAN REVOLUTION?

12. How old is macho actor Charles Bronson …
SIXTY or SEVENTY?

13. Was the legendary Trojan Horse filled with …
TROJANS or GREEKS?

14. Does the "D" in D-Day stand for …
DUNKIRK or DAY?

15. Is the most popular name for a dog in the U.S. …
MAX or ROVER?

16. Was actress Tuesday Weld born on …
TUESDAY or FRIDAY?

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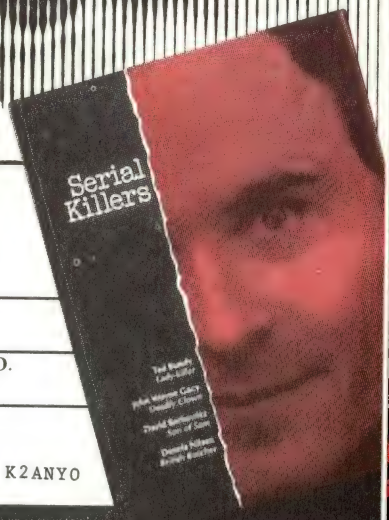
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by stephanie spadaccini

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ANSWERS, PAGE 38



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RICHMOND VA 23280-9983

1. When Lizzie Borden her parents, was she fo GUILTY or NOT GUILTY

2. Which is larger … ENGLAND or NEW ENG

3. Was Hiawatha … AN INDIAN MAIDEN or

4. What is the most cor JOHN or MUHAMMAD

5. Who had more wives … KING HENRY VIII OF ENGLAND or MICKEY ROONEY?

6. Per capita, where are more *Playboy* magazines sold … NEW YORK CITY or DES MOINES, IOWA?

7. Who won more Nobel Prizes … ALBERT EINSTEIN or MARIE CURIE?

8. At the end of the Daniel Defoe story, were Robinson Crusoe and Friday … EATEN BY CANNIBALS or RESCUED?

13. Was the legendary Trojan Horse filled with … TROJANS or GREEKS?

14. Does the "D" in D-Day stand for … DUNKIRK or DAY?

15. Is the most popular name for a dog in the U.S. … MAX or ROVER?

16. Was actress Tuesday Weld born on … TUESDAY or FRIDAY?

ILLUSTRATION BY ERIC CARTIER

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BY RICKY JAY

Solomon Stone, the midget lightning-calculator, was an overachiever. In 1867, the child, recently arrived from Austria, was admitted to a New York hospital, where it was quickly discovered that he had an unusual memory. While still a boy, he put his prodigious talent to use as a surgeon's orderly and he developed his computational skills. Barely in his teens, Stone debuted as a stage performer in George Bunnell's New American Museum. He did rapid calculations, memory stunts, and cube root extractions, and he could instantly name the day of the week for any date, past, present, or future, suggested by the audience. His diminutive size complemented his impressive repertoire.

Sol Stone was a child prodigy. I am not fond of children. I am willing to admit, however, that some of them are too remarkable to ignore. To see youngsters do instant mathematical calculations, exhibit prodigious memories, and play musical instruments it normally takes years to learn is to be humbled by the capability of the human mind. The following are stories of a few of these extraordinary individuals with remarkable performing skills.

William Crotch began his career at the age of two. Billed variously as "The Musical Phenomenon," "The Infant Musician," and "The Musical Child," he gave recitals on a small organ constructed by his father. He also played the violin, holding it between his legs as if it were a cello. He had what musicians call perfect pitch—the ability to tell what note is being played—but so finely tuned that he could distinguish quarter tones. In 1779, when he launched a career as a concert artist in London and played for the royal family, he had just turned three.

Practically ancient by comparison, seven-year-old Willie Hoppe and his older brother Frank began a series of exhibition pool matches in 1895. Willie was so small he had to execute most of his shots lying on the table or standing on a crate. At nine, when he demonstrated his skills at Princeton, professors noted that he had a "sub-conscious mathematical brain that could calculate angles instinctively without measuring with the eye from various positions." By the time he was 18, Willie Hoppe was the billiards champion of the world.

Another game changed the life of Thea Alba. One day in 1920, some children, students at a Vienna drama school, were challenging each other to perform a popular coordination trick: moving the right foot in a smooth circle counterclockwise while writing the figure three repeatedly with the right hand. Only Thea was able to do it, and she did it effortlessly. Watching the children on that particular day was Henry De Vry, president of a federation of European variety artists. Recognizing Thea's peculiar skill, he structured an act for her, and three weeks later she made her stage debut. Her performance consisted of writing simultaneously with both hands in English, French, or German, and ended with a simultaneous ambidextrous drawing in colored chalk.

KIDS WHO CALCULATED

AND OTHER CURIOUS CHARACTERS

In 1901, *The Showman* magazine described seven-year-old Elre Cecilia Salambo as "absolutely the most clever and best informed child the world has ever known." Elre, called the "Infant Historian," could answer an amazing number of factual questions. As an infant, Elre had been left with caretakers while her parents, the performers Salambo and Ollivette, were on a world tour. When she was six she was reunited with her parents, who were horrified to discover that she had been given no schooling at all. Undaunted, they taught her the answers to more than 10,000 questions, which she repeated on demand in public performances.

Tales of an eight-year-old Polish chess prodigy named Sammy Reshevsky began to circulate in America around 1920. When Sammy, who was very small for his age, arrived in Chicago to play some exhibition matches, he was met by the American master Edward Lasker. His reaction was: "I refused to believe that this baby could play chess, to say nothing of playing it masterfully." In the car on the way to his hotel, the boy showed no interest in the sights of the great city but challenged Lasker to a game of blindfold chess (played mentally, without board or pieces). Lasker was impressed. An exhibition was arranged against 20 strong players. Reshevsky challenged them simultaneously. The crowd was incredulous at his size (his eyes barely visible over the tabletops) and the magnitude of his accomplishment; he drew one game and won the remaining 19.

Though six-year-old Zerah Colburn could neither read nor write, he could perfectly recite the multiplication tables. Soon he was also able to calculate square roots and cube roots and factor seven-digit numbers. When he was asked to name the number that multiplied by itself produced 603,529, it took him two seconds to reply that no number gave that result. The questioner rechecked his figures, apologized, and gave the number 603,729 instead. The child instantly gave the correct answer, 777. Colburn was described by a London newspaper as "an American youth, whose powers of mind exceed every instance recorded in history ..." He was one of the best-known celebrities in early 19th-century England, but by the time he was 10 he had been replaced in the public's affections by George Parker Bidder, a younger and even more gifted calculator.

Although some promising children ceased to perform when they matured, many others added impressively to their repertoires.

Thea Alba, "The Woman with 10 Brains," parlayed her skills into a long, prosperous career as a "multiple mental marvel." Her most remarkable accomplishment was to write 10 different numbers at the same time with 10 pieces of chalk attached to her fingers.

Arthur Lloyd, an undistinguished professional magician at 16, later taught himself a technique that was to make him a star. Lloyd expanded on the popular trick of producing from a deck in his pocket

any playing card called for by a member of the audience. Now billed as "The Humorous Human Card Index," he attempted to produce any item printed on paper: business cards, divorce papers, bankbooks, sweepstakes tickets, bus transfers. At the height of his career he was said to have 15,000 items sorted among 40 pockets. When he retired from the stage to perform at private functions, he tailored his act for specific groups. For lawyers he would produce writs, deeds, contracts, and legal periodicals; for physicians he was armed with medical forms, prescriptions, even autopsy reports.

Others graduated to even more impressive careers in the arts and sciences. Truman Henry Stafford, a calculating prodigy, became an eminent professor of astronomy at Williams College. George Parker Bidder was in later life a renowned civil engineer. Karl Friedrich Gauss, a mathematical marvel as a child, developed into one of the greatest mathematicians in history.

Ironically, some of these very special individuals, though capable of extraordinary achievement in one specific area, were severely limited in ordinary mental ability. Often called "idiot savants" (the term "savant syndrome" is preferred today), they were introduced to a mass audience by Dustin Hoffman's character in the film *Rain Man*, but examples abound in history. Jedidiah Buxton, for example, was a famous 18th-century calculator who could tell you how many times a coach wheel six yards in circumference would revolve in traveling 204 miles from York to London (he correctly replied 59,840), but he couldn't follow the plot of Shakespeare's *Richard III* when taken to the theater. He did, however, correctly announce the number of steps taken by the performers and the number of words spoken by the great actor David Garrick.

Tom Bethune, a Georgia plantation slave, although blind and severely retarded, was able to reproduce long musical pieces—indeed, almost any sound—after hearing it just once. He had a much heralded career as a piano prodigy, and he gave recitations, accurately mimicking the speeches of leading politicians, although he had no idea what he was saying.

The possessors of such unusual talents were often considered otherworldly. The child Zerah Colburn, for example, had six digits on each of his hands and feet, an anomaly that augmented the mystique of his already preternatural performance. Chinese and Japanese cultures both tell of an eight-year-old boy who questioned Confucius with such skill that he was considered supernatural. The calculating prodigy Johann Zacharias Dase, who could instantly determine the number of letters in the lines of a book or the number of peas thrown on a table, was described in an 1850 London playbill like this: "After other surprising proofs of his incomprehensible and supernatural memory and talent in the management of numbers, MR. DASE will, at a glance, tell how many points there are in a certain number of dominoes placed in a row on the table. MR. DASE is the only person in the World who has hitherto been gifted with such supernatural powers."

Even more extraordinary is the story of Christian Heinecker, born in Lubeck in 1721. At 10 months of age he could repeat every word spoken to him; at one year he could recite the principal stories of the Old Testament; at three he could speak French and Latin and "reply to most questions on universal history and geography"; at four he not only read religion and church history but rationally interpolated and expounded his own theories. After a visit to the King of Denmark he was pronounced a "wonder." On his return home, alas, he became ill and died at the ripe old age of four.

The entertainment profession is not without its stories of fraud and trickery. Charges of chicanery have often been leveled at prodigy entertainers, who have been accused of using stooges, of rehearsing questions ahead of time, and of making memory stunts seem more impressive by passing them off as instant calculations.

While preparing a CBS special two years ago on unusual performers, I spoke with the Indian calculator, Shakuntala Devi, about what she would perform. I was particularly interested in her ability to multiply large numbers: She was said to have multiplied two random 13-digit numbers in 28 seconds, an amazing feat that friends of mine who are respected mathematicians said was probably not possible. Though Devi assured me that it was, she did not want to do it on my show because it was too taxing. She agreed, however, to multiply two 10- or 11-digit numbers randomly generated by a computer.



Devi arrived at the studio, but refused to do *any* large-digit multiplication, insisting on doing standard calendar stunts and cube root and fourth root extractions using only numbers whose answers could be expressed in whole integers. "I really want you to do a large digit multiplication," I said, growing frustrated. "How many digits will you tackle?" Devi would not even consent to multiply two four-digit numbers. "I will do something more difficult," she said. "I will multiply the cube roots of two six-digit numbers, like 175,616 by 614,125." I instantly replied that I didn't need her to multiply 56 times 85, I could do it myself. "How did you do that, how did you do that, how did you do that?" she excitedly repeated. I explained that it was precisely because of my interest in calculation that I wanted her on my show.

My tactic seemed to make her even more uncomfortable. During rehearsal she tried to obtain the problems in advance and was repeatedly caught trying to peek at the computer screen generating the numbers. During the actual taping

PROFESSOR BACKWARDS FROM CBS PHOTOS; ALL OTHER PHOTOS FROM THE RICKY JAY COLLECTION

before a live audience, Shakuntala, a seasoned and appealing professional, entertained by extracting some cube and fourth roots. Then, in spite of our discussion, she launched into her staple calendar effect. We cut the segment from the show. The experience made me wonder whether Devi had ever been able to perform some of the calculations attributed to her.

Prodigies have been known to lose their skills. However, as Steven Smith points out in his wonderful book *The Great Mental Calculators*, such stories are rare and hard to substantiate. Zerah Colburn may have lost his calculating prowess in later life, but that has not been definitely established. Henri Mondeux, the child of an abusive family in France, showed a gift for calculation when he was four. Demonstrating his skills before the Academy of Sciences in Paris, he was asked such questions as, "What are two squares whose difference is 133?" He responded almost immediately, 66 and 67. Told that there was a simpler solution, he quickly came up with 6 and 13. But soon after that success, he seemed to lose his skills. Despondent, he turned to alcohol and was dead by the age of 32.

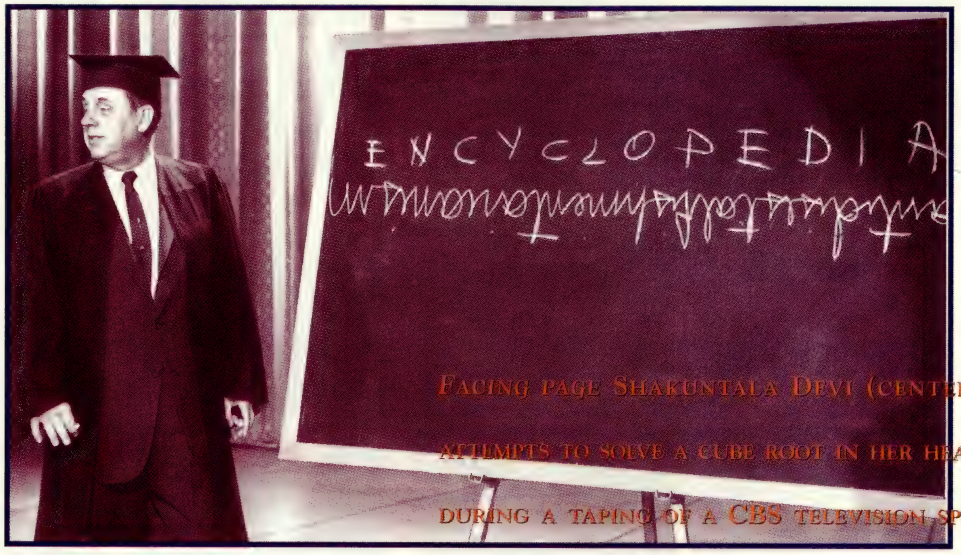
A reported loss of ability may turn out to have been nothing more than a loss of interest when the child moved on to other passions, or the result of professional necessity. Jimmy Edmondson, the famous "Professor Backwards" of the 1950s, was able to write words upside-down and instantly spell in reverse any word shouted out by the audience. As his popularity grew and he became a regular on *The Ed Sullivan Show*, he began to do less of his signature material in favor of more traditional comedy.

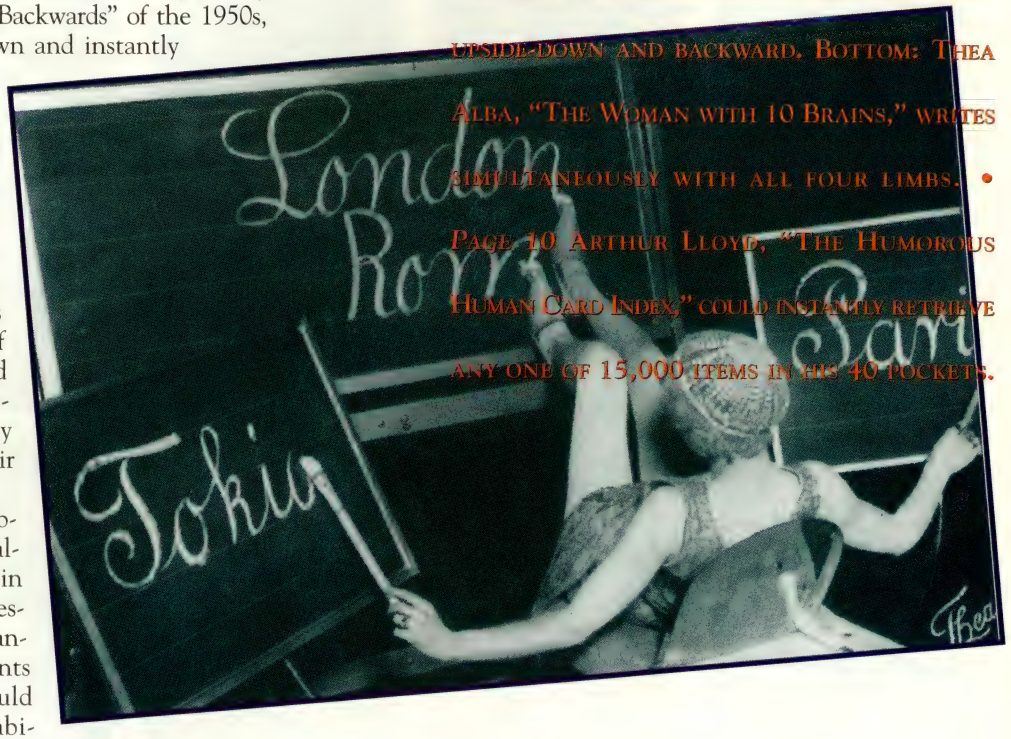
I am intrigued by unusual performers. The line between entertainment and authenticity has always been vague. Practitioners of sleight-of-hand have often claimed psychic skills; are they to be condemned for claiming otherworldly powers or rather applauded for their ingenious presentations?

The stage is not a scientific laboratory. How do we measure the talents of those who attempt a career in the difficult and unpredictable profession of show business? By what standards do we judge the achievements of "Population Charlie," who could tell not only the number of inhabitants of any major city you might name but also the number of rooms in that city's leading hotels? Or those of Eddie Eddy, the "cry artist," who wept real tears into a bucket while playing the cello. Or those of Bird Reeves, who, at age 16, could type an excerpt from a talk by any requested politician while reading aloud a completely different speech, at 300 words per minute.

For the moment, judgment be damned: I'm glad these folks existed, and I hope to see more of them in the future. ■

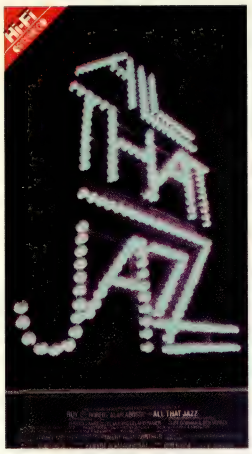
Ricky Jay is the author of the definitive history of unusual entertainers, Learned Pigs & Fireproof Women.

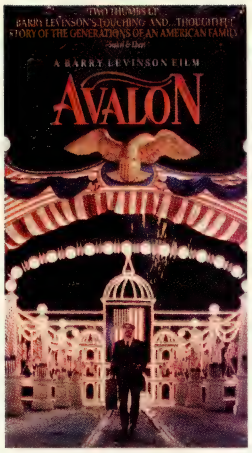


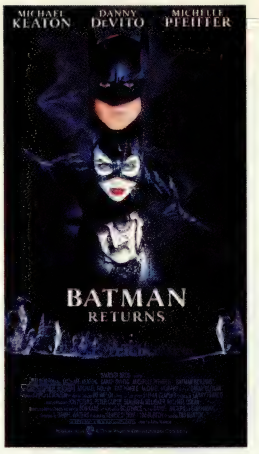


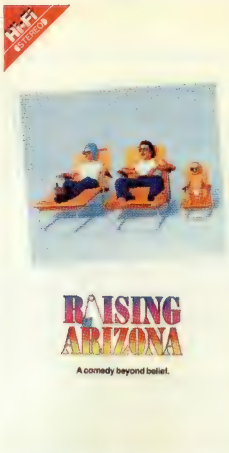
FACING PAGE SHAKUNTALA DEVI (CENTER) ATTEMPTS TO SOLVE A CUBE ROOT IN HER HEAD DURING A TAPING OF A CBS TELEVISION SPECIAL. • THIS PAGE TOP: PROFESSOR BACKWARDS, ON THE ED SULLIVAN SHOW, HAS JUST WRITTEN "ANTIDISESTABLISHMENTARIANISM" UPSIDE-DOWN AND BACKWARD. BOTTOM: THEA ALBA, "THE WOMAN WITH 10 BRAINS," WRITES SIMULTANEOUSLY WITH ALL FOUR LIMBS. • PAGE 10: ARTHUR LLOYD, "THE HUMOROUS HUMAN CARD INDEX," COULD INSTANTLY RETRIEVE ANY ONE OF 15,000 ITEMS IN HIS 40 POCKETS.

A B C D E

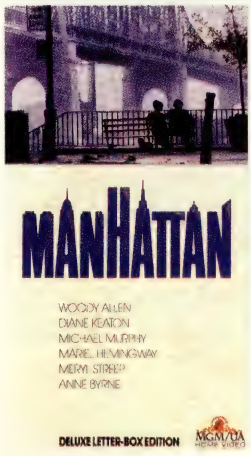

ALL THAT JAZZ


A BARRY LEVINSON FILM
AVALON

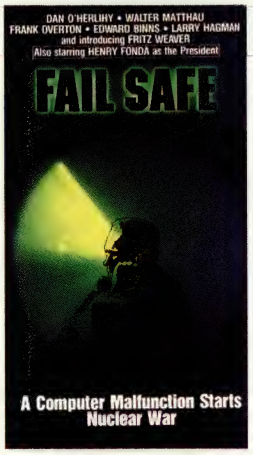

MICHAEL KEATON
DANNY DeVITO
MICHELLE PFEIFFER
BATMAN
RETURNS

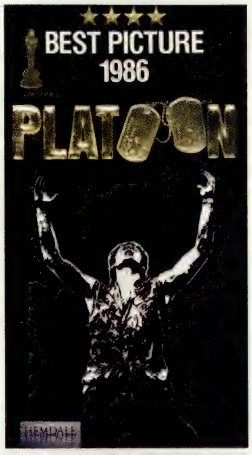

RAISING ARIZONA
A comedy beyond belief.


Gold Rush
Charles Chaplin
Georgia Hale
Mack Swain


MANHATTAN
WOODY ALLEN
DIANE KEATON
MICHAEL MURPHY
MARIEL HEMINGWAY
MERYL STREEP
ANNE BYRNE
DELUXE LETTER-BOX EDITION


This time Cheech is not just on the wrong side of the law.
He's on the wrong side of the line.
CHEECH MARIN
BORN IN EAST L.A.
A Comedy Bordering On Insanity


DAN O'HERLIHY • WALTER MATTHAU
FRANK OVERTON • EDWARD BINNS • LARRY HAGMAN
and introducing FRITZ WEAVER
Also starring HENRY FONDA as the President
FAIL SAFE
A Computer Malfunction Starts Nuclear War

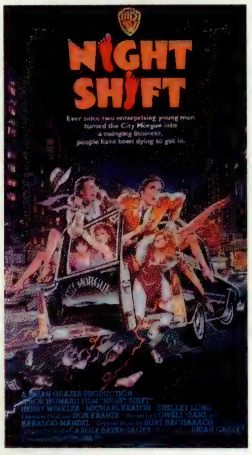

BEST PICTURE
1986
PLATOON

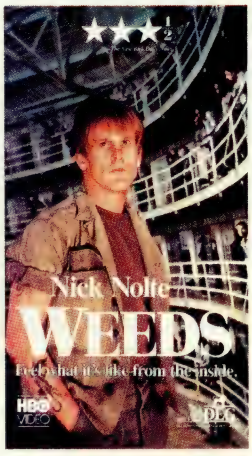

ROBERT REDFORD
The NATURAL


BOGART-BERGMAN
CASABLANCA

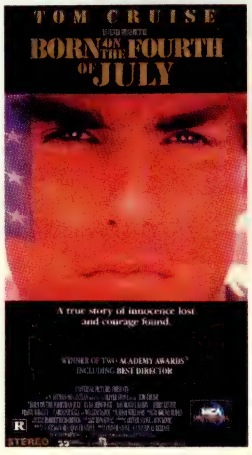

"THE BEST MOVIE OF THE YEAR"
KEVIN COSTNER
JFK

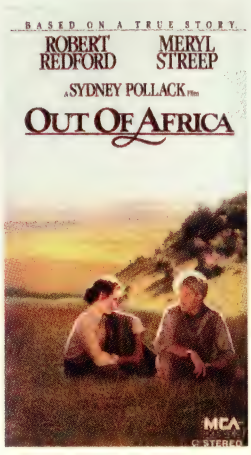

CBS FOX VIDEO
THE EMPIRE STRIKES BACK


NIGHT SHIFT


Nick Nolte
WEEDS
HBO VIDEO


MEL GIBSON is
Mad Max
The Thrilling Predecessor to "The Road Warrior"
MAD MAX


TOM CRUISE
BORN ON THE FOURTH OF JULY
A true story of innocence lost and courage found.


BASED ON A TRUE STORY
ROBERT REDFORD
MERYL STREEP
A SYDNEY POLLACK Film
OUT OF AFRICA
MCA


SHORT TIME
Getting killed isn't as easy as it looks.


Marilyn Monroe
Tony Curtis
Jack Lemmon
Some Like it HOT

FILM CLASSICS

★☆

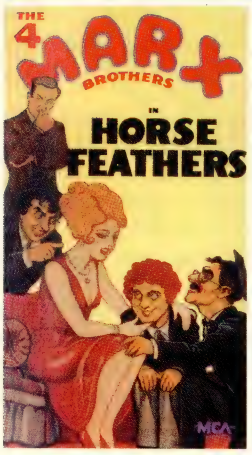
BY KEITH GLASGOW

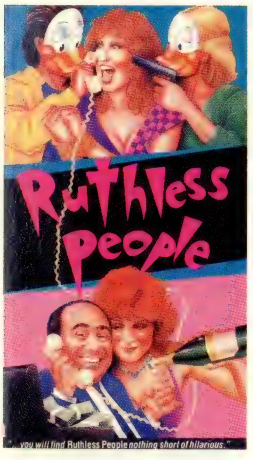
The racks of videocassettes at left show the way that a certain logical but eccentric video store owner likes to arrange the 28 titles her store carries. (Only 28 movies? So it's not exactly a booming business.) Within each column, all four videos or video boxes have something unusual in common. Now the store owner has decided to expand her selection by adding seven of the eight titles shown at right—and she's chosen the titles in such a way that she can add one to each of her existing columns without spoiling the logic of her arrangement. Can you determine what each column of videos or video boxes has in common, and then match the new films to the columns where they logically belong?

ANSWERS, PAGE 38

F









G











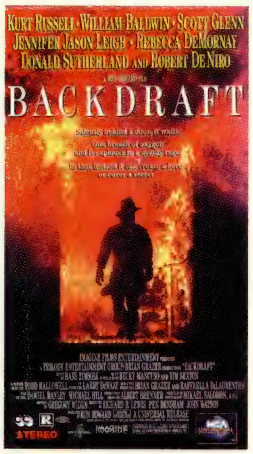
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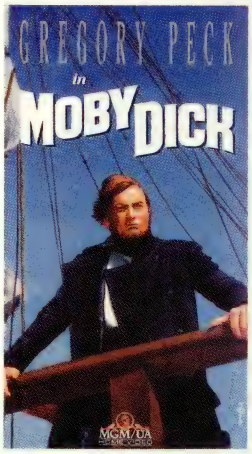
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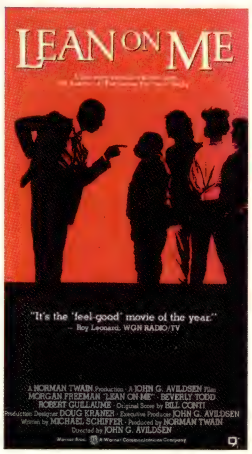
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6



7



8

THE EIGHT USES FOR THAT OBSOLETE RECORD PLAYER ★ BY JOHN KREMER

The word "illusion" is rooted in the Latin *ludus*, to play, and is related to "hallucination" and "delusion," as well as "ludicrous." And there's certainly something playful about the illusions we're about to show you. All are based on the surprising idea that our eyes can be fooled into telling our brain that there is something there—colors, lines, movement—that our brain knows *can't* be there. Illusions or delusions?

How to Play

Tear out the four perforated squares on the facing page. Each has a pattern on both sides, making eight illusions in all.

Place one of the discs on a record turntable and "play" it at 33 or 45 rpm. Hold your head 12 to 18 inches above the turntable and gaze at the center of the rotating pattern for 30 seconds or more. The best effect is produced when the black and white parts are strongly contrasted, so make sure there is plenty of light on the turntable.

The following text, and the captions beneath the discs, explain the illusions that you should expect to see.

If You Don't Have a Record Player

You can see these illusions even without a record player. Just attach a disc to the end of a pencil or pen and spin it with your hands, or ask someone else to spin it for you. For the best effect, try to achieve a constant speed of rotation. Precision, though, isn't necessary.

1. Aftergrow Disc #1 is a standard radial spiral with four arms, all tightly wound up. When it is rotated clockwise on a turntable, the arms seem to shrink inward, giving the effect of falling into an endless tunnel. After watching the spiral rotate for half a minute, look up at a friend's face or some other object in the room. It will appear to expand dramatically. This is called a "spiral aftereffect."

The first person to notice such an effect was Czech physiologist Johannes Purkinje. After watching a long military parade for about an hour one morning in 1825, he noticed that when it finally stopped, some of the horses appeared to be moving backward even though they were standing still.

This disc also produces a "rinsing pattern." Hold it in your hand and move it about in a small circular motion, as if you were panning for gold. As you "rinse," you should see some flickering shadowy lines, like propeller blades, spinning around the spiral's center.

2. Head Shrinker This disc, a standard logarithmic radial spiral, produces many of the same illusory effects as #1, but in reverse. As it rotates clockwise, its arms appear to expand continually outward, shimmering as they do. After watching the spiral rotate for a minute or so, look up at some distinct pattern or object. It should seem to shrink dramatically.

This disc also produces a rinsing pattern. If you move it about in a rinsing motion, as you did with #1, you should see flickering shadowy lines spin around the spiral's center.

If you put disc #1 down and "rinse" #2 next to it, you'll see the phantom propeller blades spinning around in both patterns, even though disc #1 doesn't move at all!

3. Boiling Point This disc was inspired by the cover design of the paperback edition of Nikos Kazantzakis's *A Modern Odyssey*. (A similar pattern by Jerry Andrus appeared in the May 1981 *Omni*.)

When rotated, the pattern gives an intriguing schizophrenic effect. Part of it appears to shrink while the rest seems to expand. If you focus on the border between the middle and outer rings, the outer ring seems to slip under the middle one and reappear on the other side, next to the inner ring.

Staring at this rotating disc produces a fascinating spiral aftereffect. Any distinct pattern or object that you look at immediately afterward will appear to bubble, as if boiling over. The effect is strongest if you view the disc for at least 60 seconds.

4. Color Wheel The first person to report the phenomenon known as subjective colors was Gustav Fechner, a German physicist and psychologist, in 1838. A popular 1890s toy based on this effect was called the Benham top, after the Englishman who invented it.

When the disc is rotated, the black lines within the white spaces will appear in color. At 45 rpm you will see pastel yellows. At faster speeds you should see dark blues toward the center, greens and yellows in the middle, and reds or burgundies in the outer rings. (If you focus on the center, you'll also see a shimmering effect near the rim.)

Some people find it easier to see the colors if they let their eyes go slightly out of focus as they gaze at the disc. If you don't see the colors right away, you might try that technique.

5. Whirling Circles This disc is adapted from an op art design by the French artist Jean Larcher. If you focus on the center of the rotating disc, the outer circles will appear to spin at different speeds, the smaller ones more rapidly than the larger ones. The circles in the third ring from the edge seem to move in the opposite direction from the others.

You will also see pastel yellows and other colors at various points, especially when the disc is rotated at fast speeds.

In addition, the disc gives a speckled movement aftereffect.

6. Rubber Volcano This pattern was created by Hajime Ouchi for his book *Japanese Optical and Geometrical Art*.

When rotating, it gives a strong stereokinetic effect—like being in a helicopter circling atop a volcano in which a new cone was forming in the crater. This three-dimensional effect is so convincing that it's almost impossible to see the disc for what it is: a flat pattern of deformed circles. The pattern also produces a complementary aftereffect.

7. Backspin Norman F. Dixon and Linda Meisels created this pattern while researching the effects of information content upon the perception of rotating discs. It consists of a random pattern of thousands of squares. Such a pattern, they theorized, should contain more information than repetitive patterns like checkerboards and spirals. They found that a disc with more information takes less motion to create a strong aftereffect.

With your hands, rotate the disc very slowly at two revolutions per minute. Then stop and watch what happens. The disc will seem to rotate in the opposite direction. This is the "Dixon-Meisels illusion."

8. Distorted Checkerboard This checkerboard is adapted from a design by Spyros Horemis in his book *Optical and Geometrical Patterns and Designs*.

The background spirals are very noticeable when the disc is rotated at between 5 and 33 rpm. At the higher speeds, the spirals shimmer inward and outward at the same time. At the lower speeds, the pattern produces a strong and lasting spiral aftereffect, one of the best of any of the designs.

Adapted from Turntable Illusions: Kinetic Optical Illusions for Your Record Turntable *by John Kremer (Open Horizons Publishing Co., P.O. Box 205, Fairfield, IA 52556). Used with permission.*

1



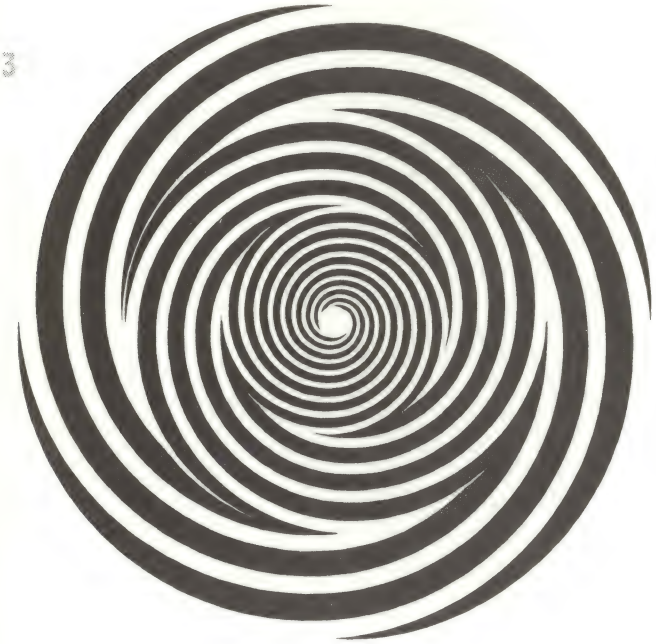
1. Aftergrow Rotate this disc at 45 rpm. Look at the middle. You will seem to be falling into an endless tunnel. After 30 seconds look up at someone's face. It will appear to expand dramatically. (See facing page for more details.)

2



2. Head Shrinker Watch this disc rotate for a minute; then look up. The face you look at will seem to shrink. If you hold disc #1 still and "rinse" #2 beside it (as described on the facing page), you'll see phantom propellers spinning in *both* patterns.

3



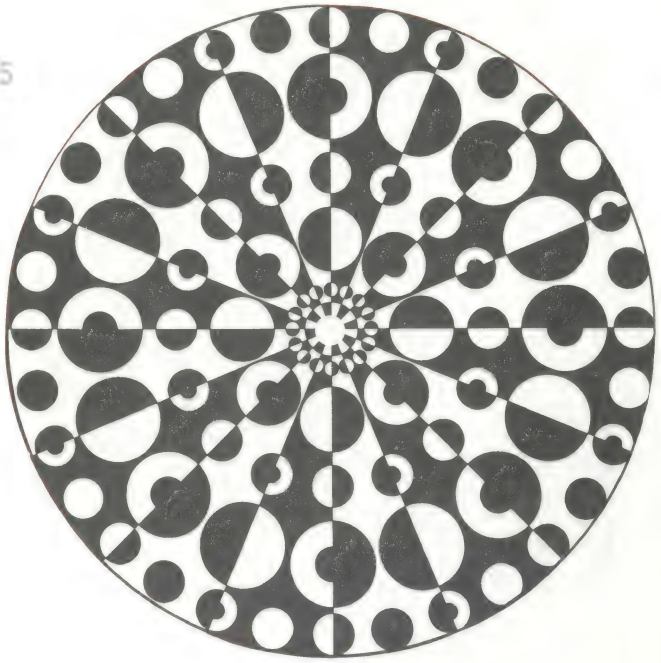
3. Boiling Point When rotated, this pattern appears to shrink in the middle and expand at the rim. Also it has a surprising, creepy aftereffect: Whomever or whatever you look at will appear to bubble, as a boiling pot.

4



4. Color Wheel Rotate this disc at 45 rpm. The black-and-white pattern will produce incredible yellows. At faster speeds (say, 78 rpm) you'll see blues, reds, and greens. If you focus on the center, you'll also see a shimmering effect near the rim.

5



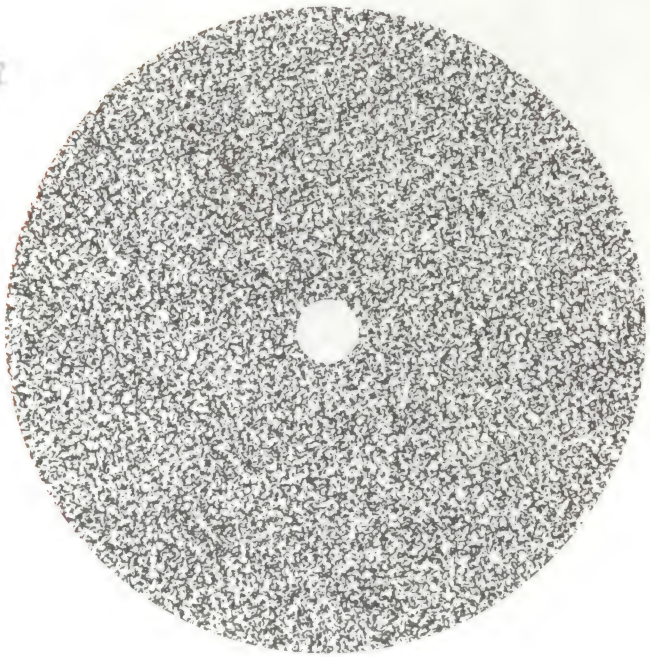
5. Whirling Circles Focus on the center as this disc rotates. The outer circles will appear to spin independently—the smaller ones more rapidly than the larger ones. The disc also produces a rainbow of colors similar to those in #4.

6



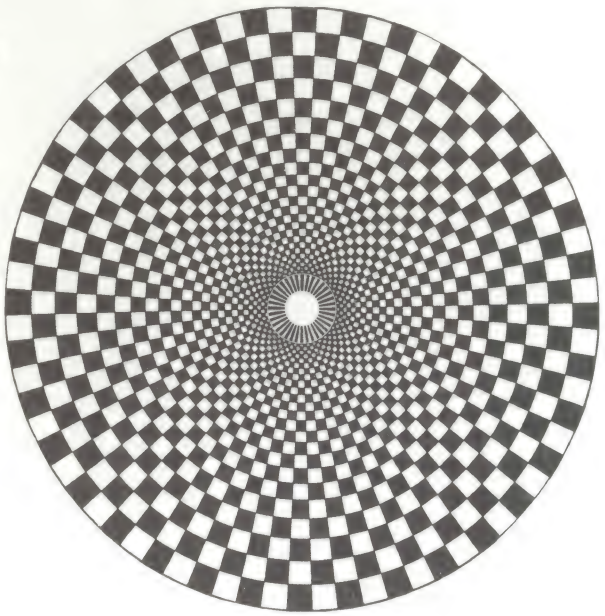
6. Rubber Volcano When rotating, this pattern gives a strong perception of depth. A volcano seems to burst up from the page and wobble about precariously. The pattern also produces a complementary aftereffect.

7



7. Backspin Forget the turntable on this one. Hold the disc in your hands and rotate it *very* slowly—about two revolutions per minute. Then stop and, continuing to gaze at the disc, watch what happens!

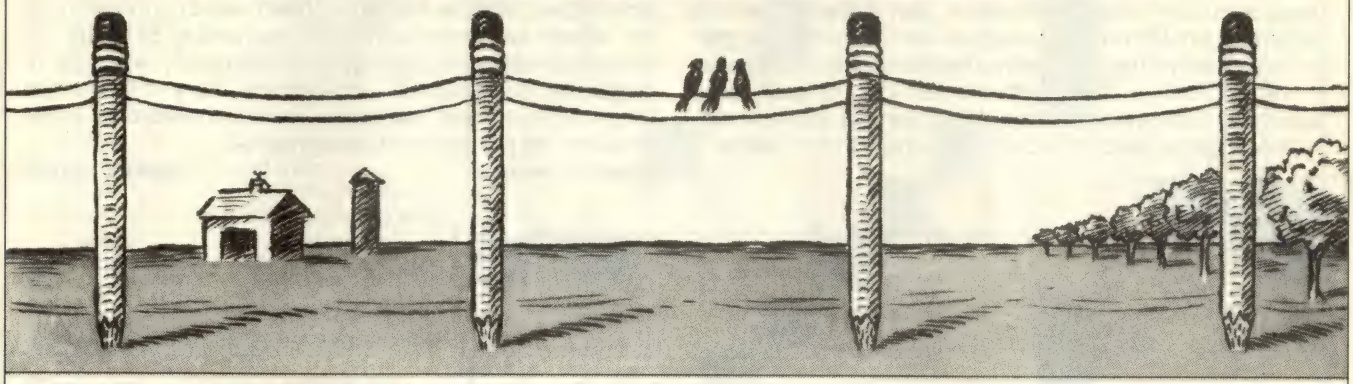
8



8. Distorted Checkerboard Play this disc at 33 rpm. The spiraling squares shimmer inward and outward at the same time. When "rinsed," the pattern produces phantom propeller blades. It also produces one of the strongest aftereffects of all.

EDITED BY MIKE SHENK

PENCILWISE



ON THE RIGHT TRACK ★★

BY PATRICK BERRY

Words fit into this racetrack-shaped grid in two ways. The Tracks begin just to the right of the shaded "gates" (labeled A to E) and proceed around the grid in a figure-eight shape, ending just to the left of the gates. Each track holds several words placed end to end; for example, Track A contains six consecutive words (a to f), each beginning in the space immediately following the last letter of the preceding answer.

The clues for each track are given in order, but it's up to you to determine the dividing points between answers. The Lengths are five-letter words formed on the two outer loops of the track. A numbered space indicates the start of each Length word, with 1 to 12 reading from the outside of the track inward and 13 to 23 reading from the inside outward. Each space on the track will be used in exactly two words. **ANSWER, PAGE 38**

TRACKS

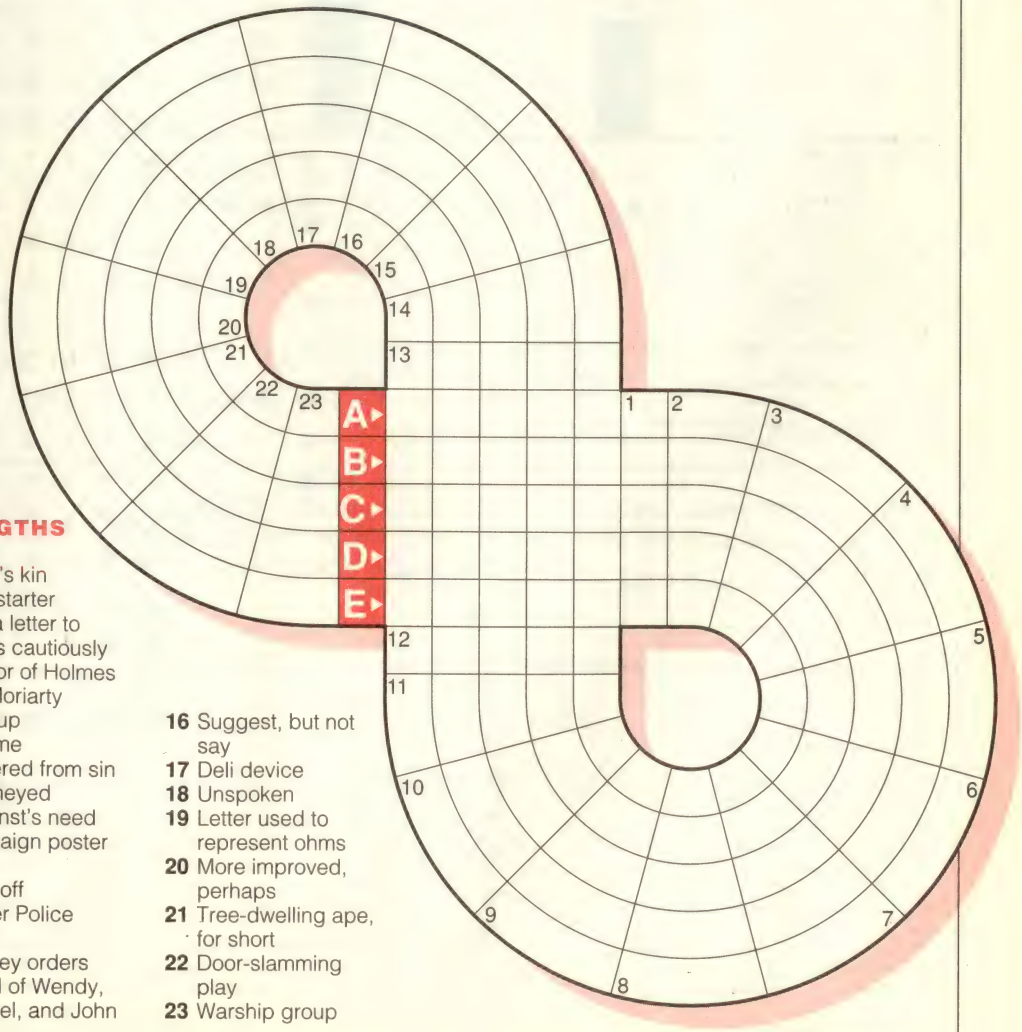
A a Conclusion
b Stockholm residents
c Fishing spots
d Need for a printer, winemaker, or launderer
e Detroit basketballer
f Switch setting

B a Sunburnt grape?
b Enthusiasm
c Sing, often on a doorstep
d One *and* the other
e Patriot's song
f Of a legislative body

C a Science of reading bumps on the head
b Alter a manuscript
c Not quite closed
d Buffoon
e Walk while waiting
f Pottery

D a Winnerless chess outcome
b Isolated
c Nervous spasm
d Chaucer creations
e Brains

E a Area south of California's Death Valley: 2 wds.
b Fender scar
c Twilight times
d Whiskey or bread choice
e Objective



LENGTHS

1 Dwarf's kin
2 Meal starter
3 Sent a letter to
4 Moves cautiously
5 Creator of Holmes and Moriarty
6 Goof-up
7 Perfume
8 Delivered from sin
9 Hackneyed
10 Violininst's need
11 Campaign poster verb
12 Slack off
13 Former Police chief?
14 Whiskey orders
15 Friend of Wendy, Michael, and John
16 Suggest, but not say
17 Deli device
18 Unspoken
19 Letter used to represent ohms
20 More improved, perhaps
21 Tree-dwelling ape, for short
22 Door-slamming play
23 Warship group

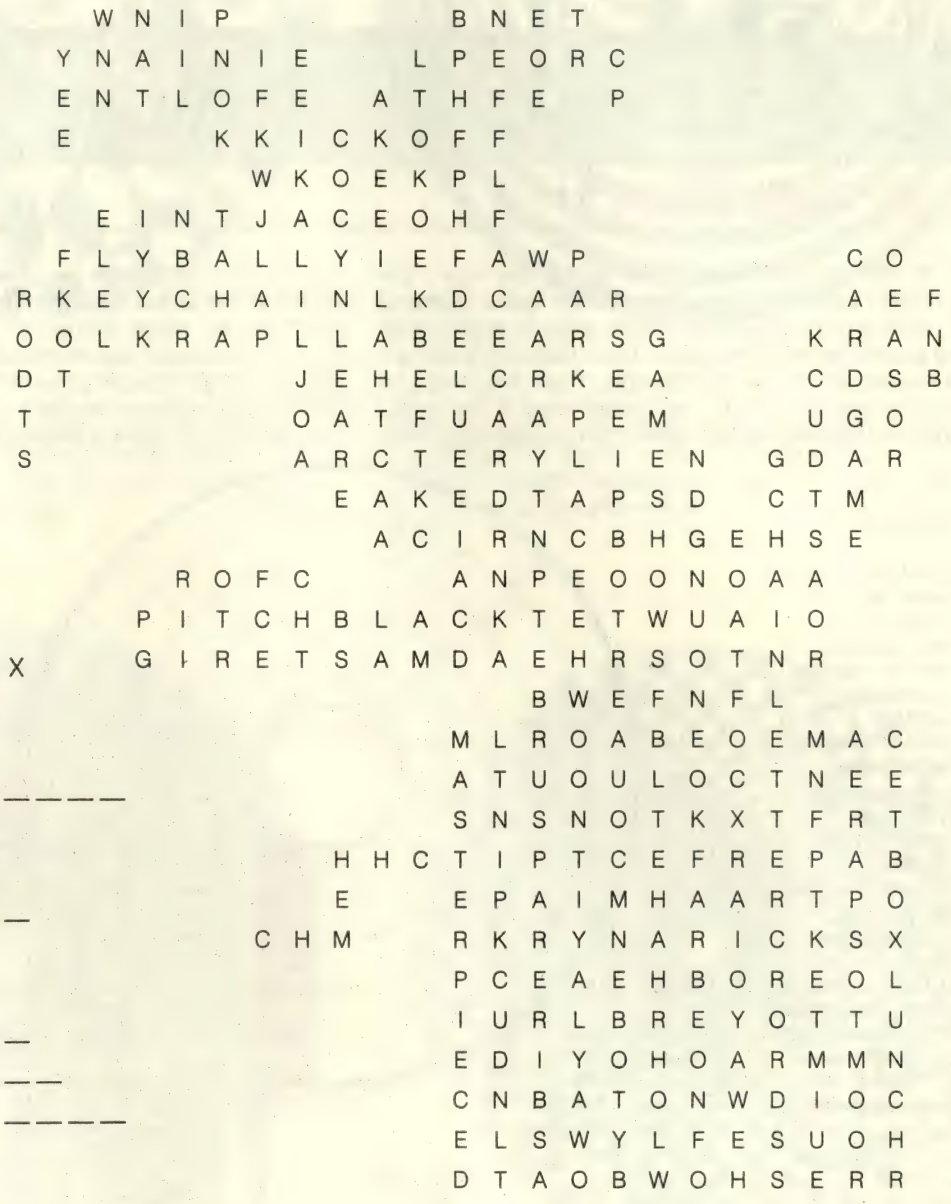
R.J. KAUFMAN

FOOL'S CHAIN ★★

BY MARK DANNA

For April Fools, we've stuffed 35 words and phrases into the jack-in-the-box below. But—surprise!—we've put a lid on the usual word list. In this word search, part of the puzzle is to determine what the entries are as well as find them in the grid. To help crank you up, we'll tell you that the words and phrases in the list form a chain, with the last part of each entry becoming the first part of the next. For example, the first entry, JACK-IN-THE-BOX, leads to BOX LUNCH, which in turn leads to another word beginning with LUNCH. The last entry in the list ends with JACK, thus bringing the chain full circle. We've provided you with the first letter of each word or phrase in the list, as well as blanks to indicate the number of letters. As usual, answers in the grid may read horizontally, vertically, or diagonally, but always in a straight line. If any of them don't jump out at you, feel free to pop back to the word list in the Answers. It's jester way of being helpful.

WORD LIST, PAGE 40 **ANSWER, PAGE 38**



JACK-IN-THE-BOX

BOX LUNCH

L _ _ _ _ _ _ _ _ _

R _ _ _ _ _ _ _ _ _ _ _ _

S _ _ _ _ _ _ _ _

R _ _ _ _ _ _ _

R _ _ _ _ _ _ _ _ _

D _ _ _ _ _ _ _

P _ _ _ _ _ _ _

H _ _ _ _ _ _ _ _ _ _

M _ _ _ _ _ _ _ _ _ _ _

P _ _ _ _ _ _ _ _ _ _ _

C _ _ _ _ _ _ _ _

W _ _ _ _ _ _ _

W _ _ _ _ _ _

L _ _ _ _ _ _ _ _

A _ _ _ _ _ _ _ _ _

F _ _ _ _ _ _ _ _

C _ _ _ _ _ _ _ _

G _ _ _ _ _ _ _ _

S _ _ _ _ _ _ _ _

B _ _ _ _ _ _ _ _ _

H _ _ _ _ _ _ _ _

F _ _ _ _ _ _ _ _

B _ _ _ _ _ _ _ _

P _ _ _ _ _ _ _ _

P _ _ _ _ _ _ _ _

K _ _ _ _ _ _ _

O _ _ - _ _ _ _

K _ _ _ _ _ _ _

C _ _ _ _ _ _ _ _ _

L _ _ _ _ _ _ - _ _ _ _ _ _ _ _

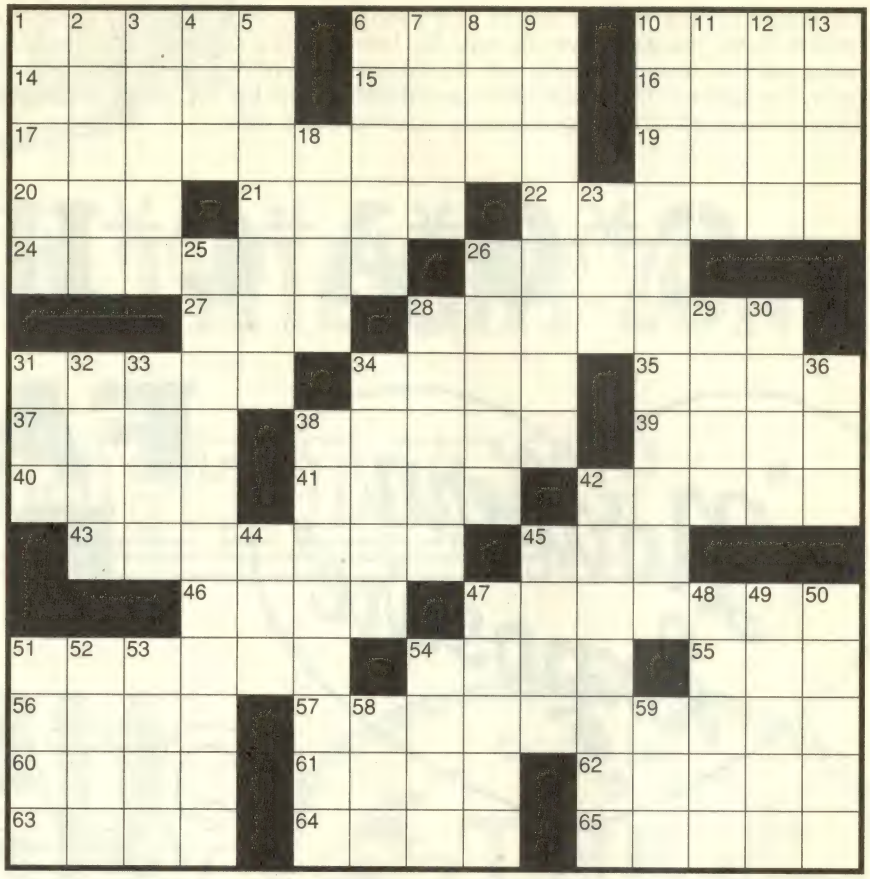
P _ _ _ _ _ _ _ _ _ _ _ _

P _ _ _ _ _ - _ _ _ _ _ _

B _ _ _ _ _ JACK

TRANSPORTATION DEPARTMENT ★

BY SUSAN GELFAND



ANSWER, PAGE 39

ACROSS

1 Treaties
6 Plain stupid
10 Norse god of thunder
14 Pend
15 Jacob's older brother
16 Surrounding glow
17 Cabinet builders
19 Hospital photo
20 Pitcher's stat
21 Actors Majors and Marvin
22 Vibrating sounds
24 Pioneer
26 Enjoy a book
27 Great, in teen slang
28 Account books
31 "Horrible" Viking of the comics
34 Boyfriend
35 Hitchcock's ___ *Window*
37 College final, for one
38 Hobo
39 Venus de ___
40 Puppy's cry
41 Sings like Hammer
42 Had supper
43 Catchphrases
45 Thumbs-up answer
46 *Daily Planet* reporter ___ Lane
47 Lists of players
51 Country
54 Comic actor Danny of *The Court Jester*
55 Greek T
56 Place for a cake to bake
57 Key job at a magazine
60 Tarzan's "transportation"
61 Learning by pure memory
62 Make fun of
63 Totals up
64 Flower starter
65 Less crazy

DOWN

1 Walks nervously
2 Cognizant
3 Diamond weight unit
4 Gratuity
5 Outstanding, as a performance
6 Discourage from acting
7 Avails oneself of
8 Deface
9 Got divorced: 2 wds.
10 Maker of stuffed animals?
11 Throw
12 Evangelist Roberts
13 Beams of sunlight
18 Requirement
23 Cleaning cloth
25 Gymnasts' bouncing aids
26 Paper quantities
28 Springs into the air
29 Horseback rider's strap
30 Store come-on
31 "You there!"
32 Lumberjacks' tools
33 Effrontery
34 Healthful cereals
36 *The Twilight Zone* host Serling
38 Athletes' advisors
42 The Gobi and the Sahara
44 Sticky stuff
45 Toy used in "walking the dog"
47 Assigned a PG or R to
48 Patriot ___ Allen
49 Pay increase
50 "Swell!"
51 ___ Scotia
52 Wildly eager
53 Watch over, as a flock
54 Airborne toy with a tail
58 Buck's mate
59 The Red or the Black

IT'S ALL RELATIVE ★

BY ANDREA CARLA MICHAELS

You'll probably find this *relatively* easy, since the answers to the clues below are all from the same family—each is a word ending in KIN. For example, the clue "Type of cap Daniel Boone wore" would lead to the answer COONSKIN, while "Actress Ellen of *The Big Easy*" would be BARKIN. How many of the following kin you get?

ANSWERS, PAGE 39

1. Halloween symbol _____
2. Fairytale dwarf who spun straw into gold _____
3. Mealtime lap item _____
4. *Home Alone* star Macaulay _____
5. Little person in *The Wizard of Oz* _____
6. Diploma, in slang _____
7. Pickle type _____
8. Actor Alan of *The In-Laws* _____
9. Very thin writing paper _____
10. Vietnamese gulf of Resolution fame _____
11. Country rube _____
12. A football, in slang _____
13. "Amazing" practitioner of ESP _____
14. 1925 Sergei Eisenstein movie classic _____

CHANGING CHANNELS ★☆

You always know when your favorite TV shows come on—the familiar music, the distinctive title logo. But how easy is it to recognize that unique lettering with a *different* title? We've taken the names of 16 popular shows and drawn each in the style of one of the others. For example, *Coach* is in the style normally used by *M*A*S*H*, while *M*A*S*H* is in the style of another series, and so on. *Cheers* to you if you can match all the shows with their logo styles, but if you need some *Coach*ing, just take a *Quantum Leap* to the answers.

ANSWERS, PAGE 39

C*O*A*C*H

"Northern Exposure"

FAMILY FEUD

QUANTUM LEAP

BONANZA

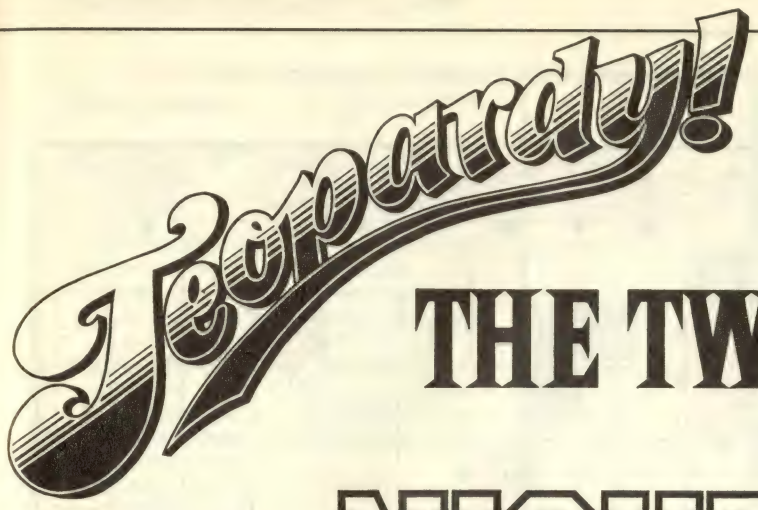
I LOVE LUCY

SEP CALIFORNIA 92

48 HOURS

CHEERS

BY AMY GOLDSTEIN



THE TWILIGHT ZONE

NIGHTLINE

MASH



L.A. LAW

STAR TREK

MISSION: IMPOSSIBLE

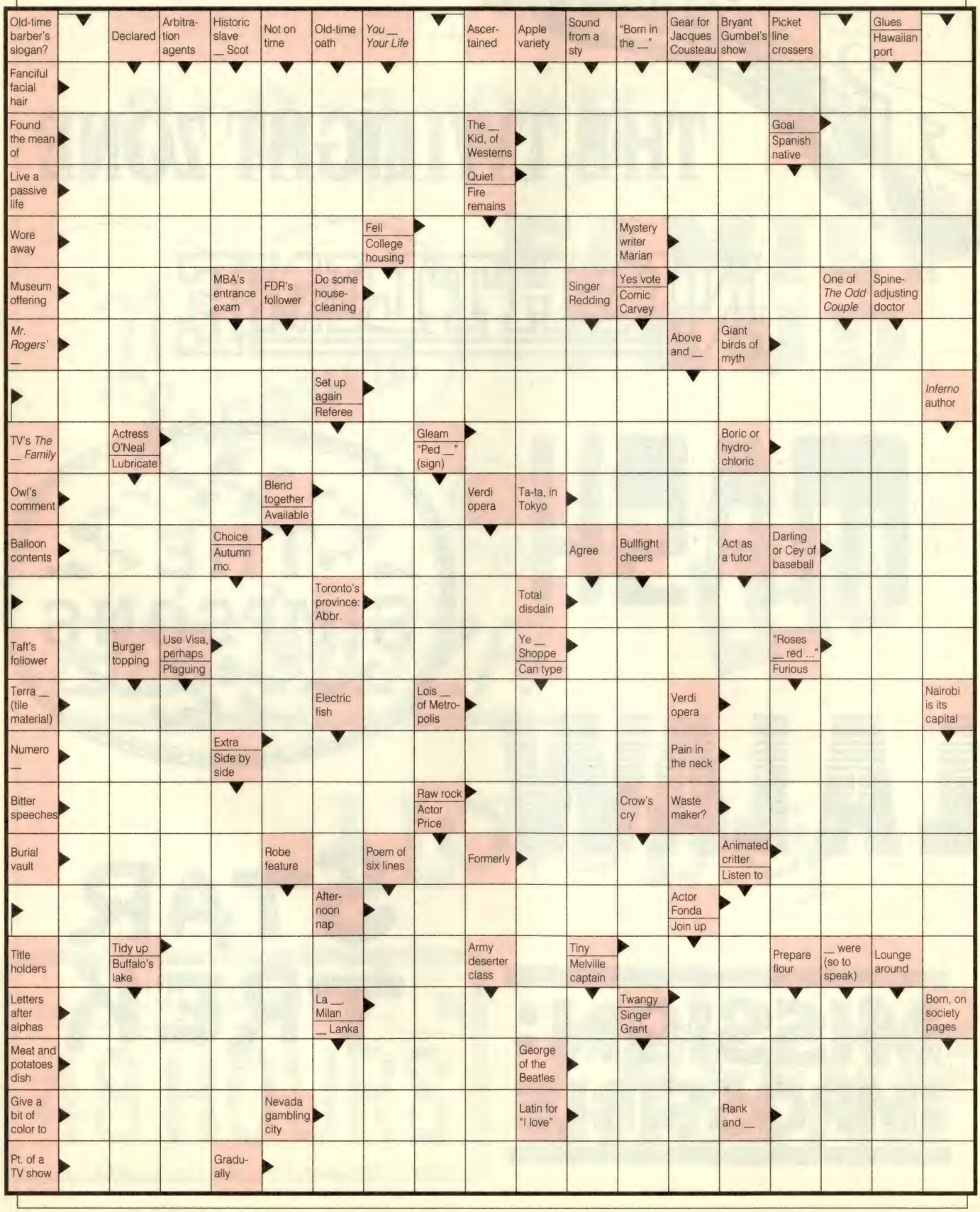
JOHN LANGDON

PENCIL POINTERS ★

BY JULIAN OCHRYMOWYCH

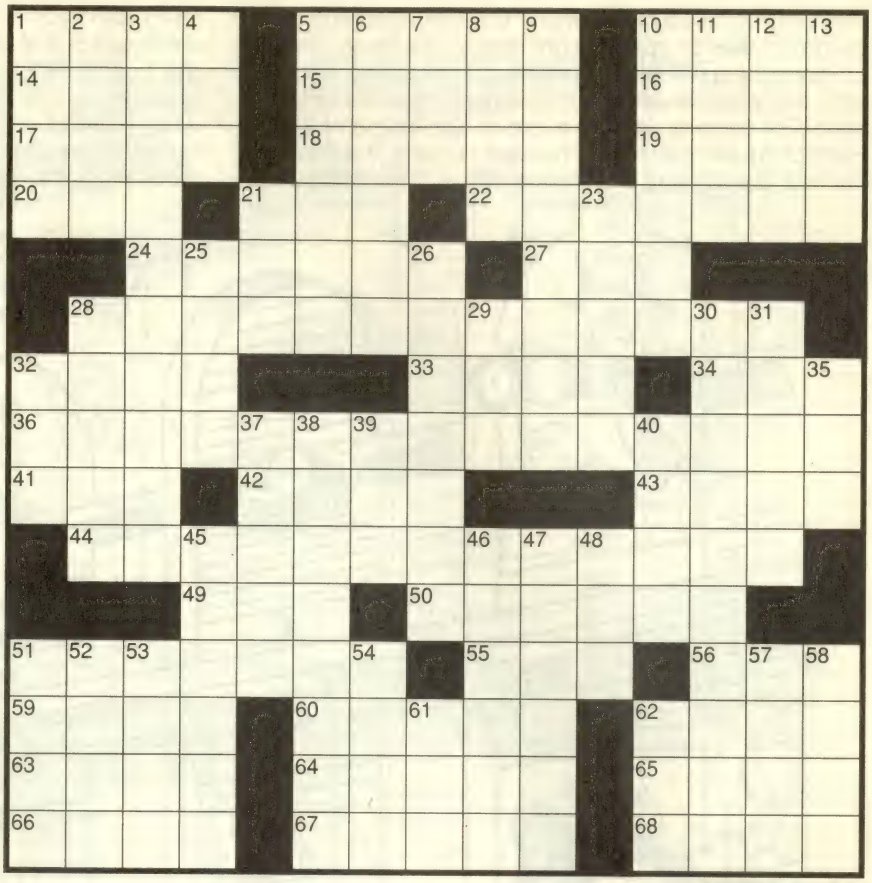
In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 39



CHECK, CHECK ... ★★

BY TRIP PAYNE



ACROSS

1 Leap
5 Anarchic state
10 Headliner
14 Land east of the Urals
15 Indian worship
16 By way of, for short
17 Three-piece suit piece
18 ___ Ababa, Ethiopia
19 April weather
20 Circle section
21 Blackjack card
22 Badge that says "Hi! I'm ..."
24 Singer Lionel
27 Comedian Louis
28 Phrase spoken into a microphone: 3 wds.
32 Bloke
33 Not at home
34 Grand ___ Opry
36 Phrase spoken into a microphone: 5 wds.
41 Savings acct. profit
42 "The ___ Love" (R.E.M. song): 2 wds.
43 Bismarck's state: Abbr.
44 Phrase spoken into a microphone: 4 wds.
49 Gun the motor
50 Salary recipient
51 German pastry
55 "Golly!"
56 Business name abbr.
59 Study at the last minute
60 Occupy the throne
62 Frankenstein's sidekick
63 Emanation
64 Move like a crab
65 Quantity of Muses
66 High schooler
67 Makes simpler
68 Be certain of

DOWN

1 Coffee, in slang
2 Software buyer
3 Villainous people
4 Butter serving
5 *Joanie Loves* ___ (*Happy Days* spin-off)
6 ___ *Plain Sight* (James Caan film): 2 wds.
7 In addition
8 Chief Norse god
9 Actress York
10 Thoroughfare
11 Yon item
12 La Scala song
13 Ladder feature
21 Have a role to play
23 "What rubbish!": 2 wds.
25 Culp/Cosby series: 2 wds.
26 *"Liberté, ___, fraternité"* (French Revolution motto)
28 "You're a better man ___": 2 wds.
29 Pussycat's boating partner
30 Etymology: 2 wds.
31 "___ River" (*Show Boat* song): 2 wds.
32 LXVII times III
35 "It's a mouse!"
37 ___ and aahed
38 It came in with a bang
39 DDE's rival
40 Heavenly being, in France
45 President from Lamar, Missouri
46 Debate the price
47 Actresses Dunne and Ryan
48 Weather vane dir.
51 "Skedaddle!"
52 Loyal
53 Steak order
54 *Star Wars* princess
57 Toddler's taboo
58 Ship hands
61 Driver's licenses and credit cards
62 Contents of some wells

ANSWER, PAGE 39

IN OTHER WORDS ★★

BY STEPHEN SNIDERMAN

The five clue words in each set below are derived from an answer word that's made up of at least eight letters, *none of which are repeated*. The letters of each clue word appear in the answer word in left-to-right order, though not necessarily consecutively. For example, the letters in CHEST can be found in that order in the word CHEMISTRY, as can the letters in CRY, HEIST, HER, and MIST. As an extra hint, one word in each set appears in the answer word intact (MIST in the above example). Can you determine the answer word for each set?

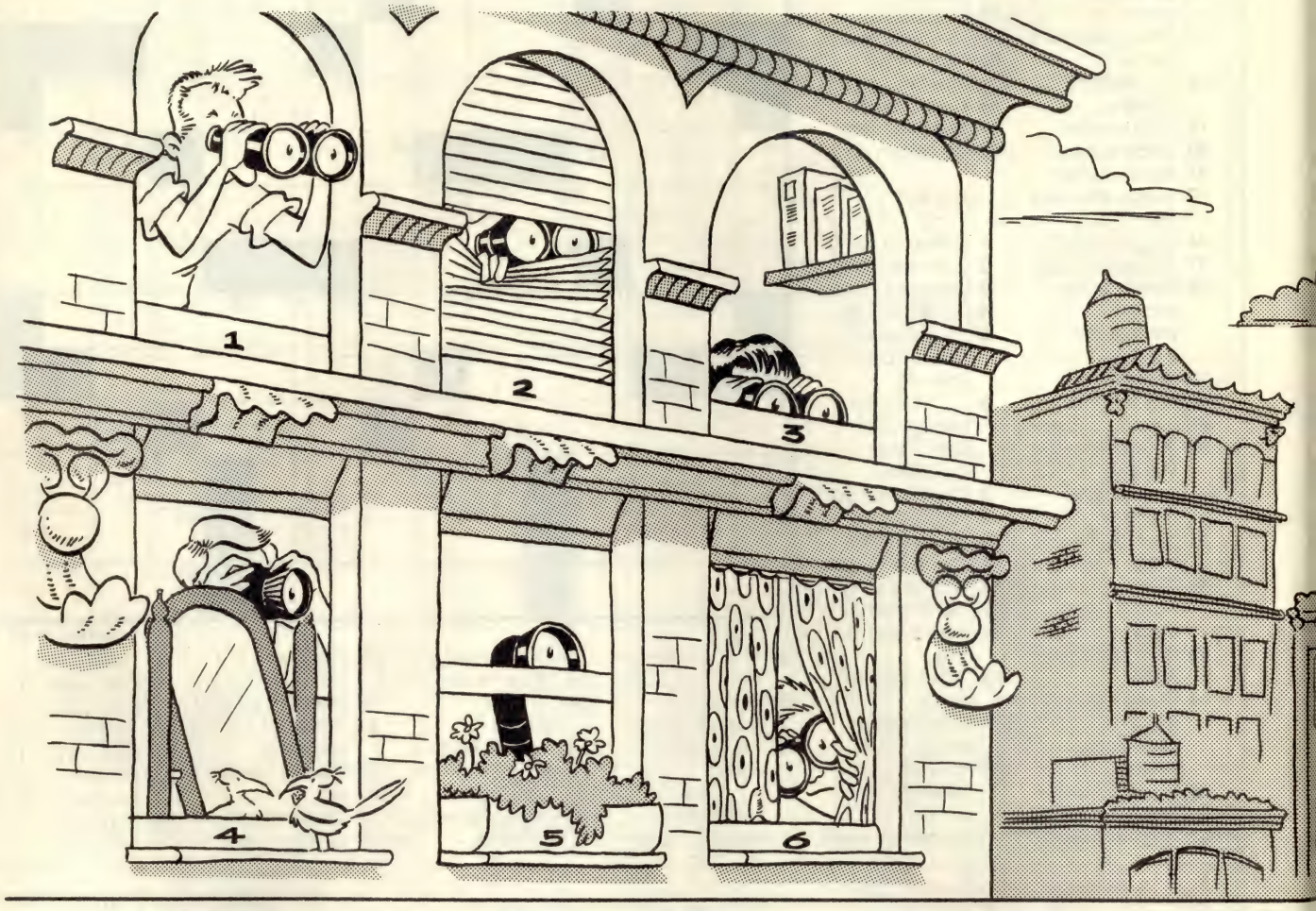
ANSWERS, PAGE 39

1. COVE, CRY, DIVER, ICY, SOY
2. LEO, LICK, LIES, SOCK, VEST
3. CAN, COED, MEAN, MEDIA, OMEN
4. COLT, COMPLY, EXIT, MET, PITY
5. DUCK, DUST, RUM, RUSTIC, SICK
6. HOP, OIL, PAL, PITA, SIT
7. AMEN, ART, GET, GUM, RENT
8. AGO, CAGY, COY, EGO, TRY
9. ARID, GOD, MAID, MOLD, RIG
10. ACE, AIRY, CHIN, MANY, MINER
11. CLAN, LAIN, OCEAN, ORE, PEA
12. CULT, ION, PATIO, PECAN, SPLAT
13. BOAR, CLOD, LARD, LIAR, PAD
14. GATE, GNAT, GNU, SITE, SURE
15. ASH, FASTED, FRIED, RITE, SIGH
16. DECK, ERA, IDEA, RACK, SIT
17. DON, PEONY, PUN, SOY, SUM
18. AIDES, BIDE, BUS, METRO, MIX

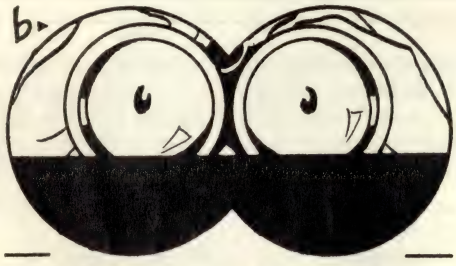
VOYEURVILLE ★☆

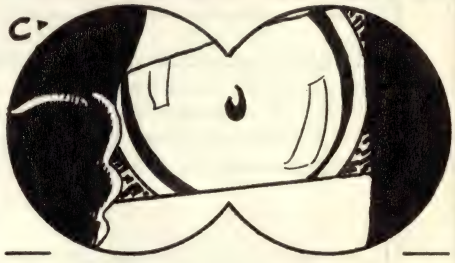
Welcome to Voyeurville, where the Neighborhood Watch program takes on special significance. Obviously, there's a lot more going on here than meets the naked eye, and that's why everybody's using some variety of binoculars, telescope, or camera with zoom lens to spy on the neighbors. Each of the six residents in the west building (1–6) is aiming his view at a different one of the windows of the east building (A-F), and each of the east building residents is looking into a different one of the west building windows. The 12 views at the bottom of the page (a–l) represent what the various tenants see. For example, view "a" is what resident F sees when looking into window 2. Can you determine which resident sees each of the remaining views, and which window he or she is peering into?

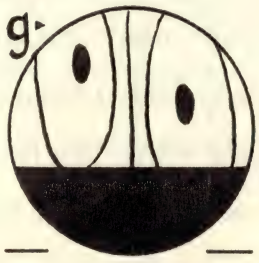
ANSWERS, PAGE 39

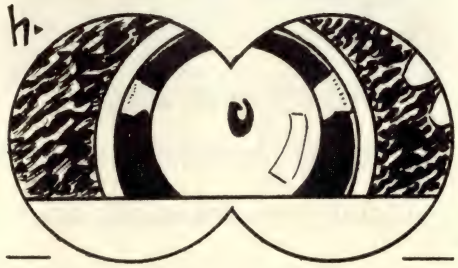


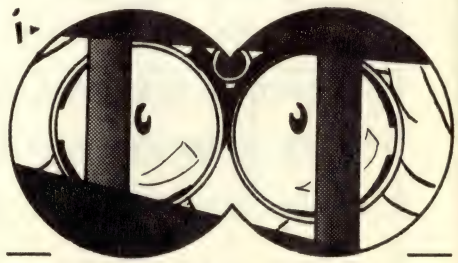






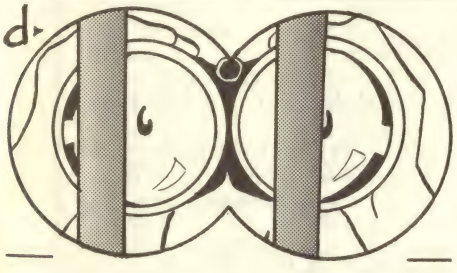




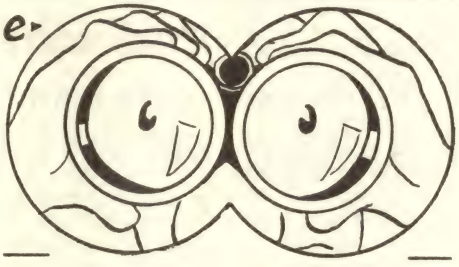




d.



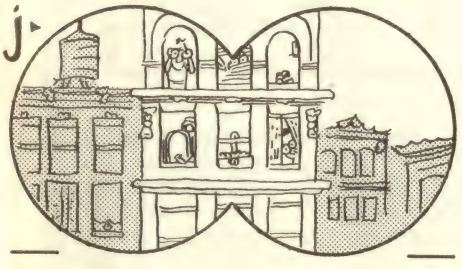
e.



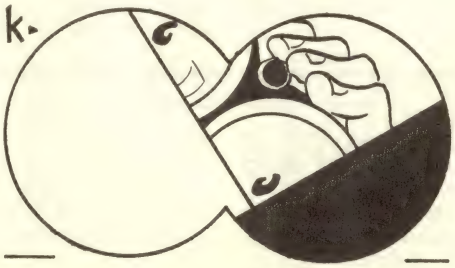
f.



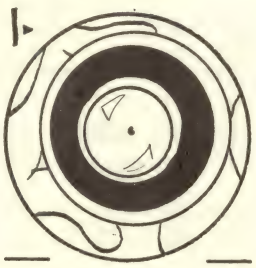
j.



k.



l.



DSZQUPHSBNT! ★☆

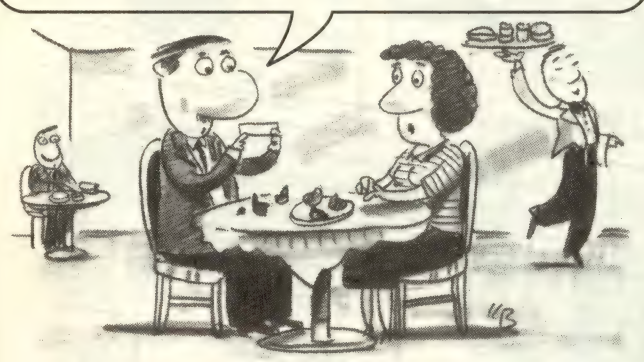
BY ROBERT LEIGHTON

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it. ANSWERS, PAGE 40

1. CRYPTOON

"ZW NZE VWBSWY ER
AETPY CSJY XRH IBPWY
AWBEN WRCVPYCY
ZSQYWBK CE CZW *XJVSB
*KEEB. TEEH BPIL."



2. YOU CAN KWOTE ME

SFVKPIIFTL'V EYT JDJJYIX
QPVJCDX Y KRHHIPCV
EBYTEPV DA QPEFAPCFTL
YT DJBPCMFVP VFSKIP
EDQP.—*CDWPCJ *IPFLBJDT

3. TAKE A BREATHER

YMY! HL'T J TPJE LM
TMGKX LIHT MPX, THPSX
HL IJT J GML MW YMDQT
LIJL JDX NJQX FE MW
FPFTFJG GXLLXD
EJLLXDPT.

4. WE WARNED YOU

S QWIQWEWUXE W DWQW
IQNMBUK SDCX VNG
EDNGYJ DCMW YWCQUWJ
BU XDW *FQVIXNNU C
FNGIYW LBUGXWE CKN.

5. FACETIOUS SUPERSCRIPTION

TYUJ-KBJVALIN KJTYEJX
LITBJVXLINFP XSBJIZYZX
HCJIJDJB LISJBELIVKFJ
XPIYIPEX XZRRFVIS
TYEEYIRFVTJ
EYIYXPFFVKLT HYBUX.

6. ONE OF THOSE

CLBOSVJZFVL YJCULIX
IFILSN ILXLZKSL XCRPLB
SFBEOFEL, TJXCSFNJBE
XVJSVLT EIFZZFI
TLXYIJKJBE CLYOSJFI
VRCJYX.

7. THEY MUST BE JOKING

TLZFPBTOYX AOMWJZEIPB
ZALJIFWZITALJ MYWNNAQ
ZFXSIELEYXJIJ, BPYTVKITLV
JEBTJITZ BJDHWSKJOLI
UFTIPF JTNWYIELPAWJYX.

TIPS AND CLUES*

Cipher 1: Compare ZW and CZW. They represent HE and THE. After this, you're on your own.

Cipher 2: Our tip for this one is that the speaker had only a fifth-grade education and wasn't too brilliant even that far back.

Cipher 3: Compare ciphertext MW and IJT. IJT has more letters, but MW has wider ones. Go figure.

Cipher 4: W represents J. We swear. Try it.

Cipher 5: To get grape juice out of white silk, try seltzer water. Or is it the other way around?

Cipher 6: Ciphertext pattern FEKEKEDNE can only represent BALALAIKA. Keep this in mind in case that pattern ever appears in a cryptogram. It hasn't yet.

Cipher 7: When solving these tough ones, keep making wild guesses until you wear out your eraser or the paper, whichever comes first.

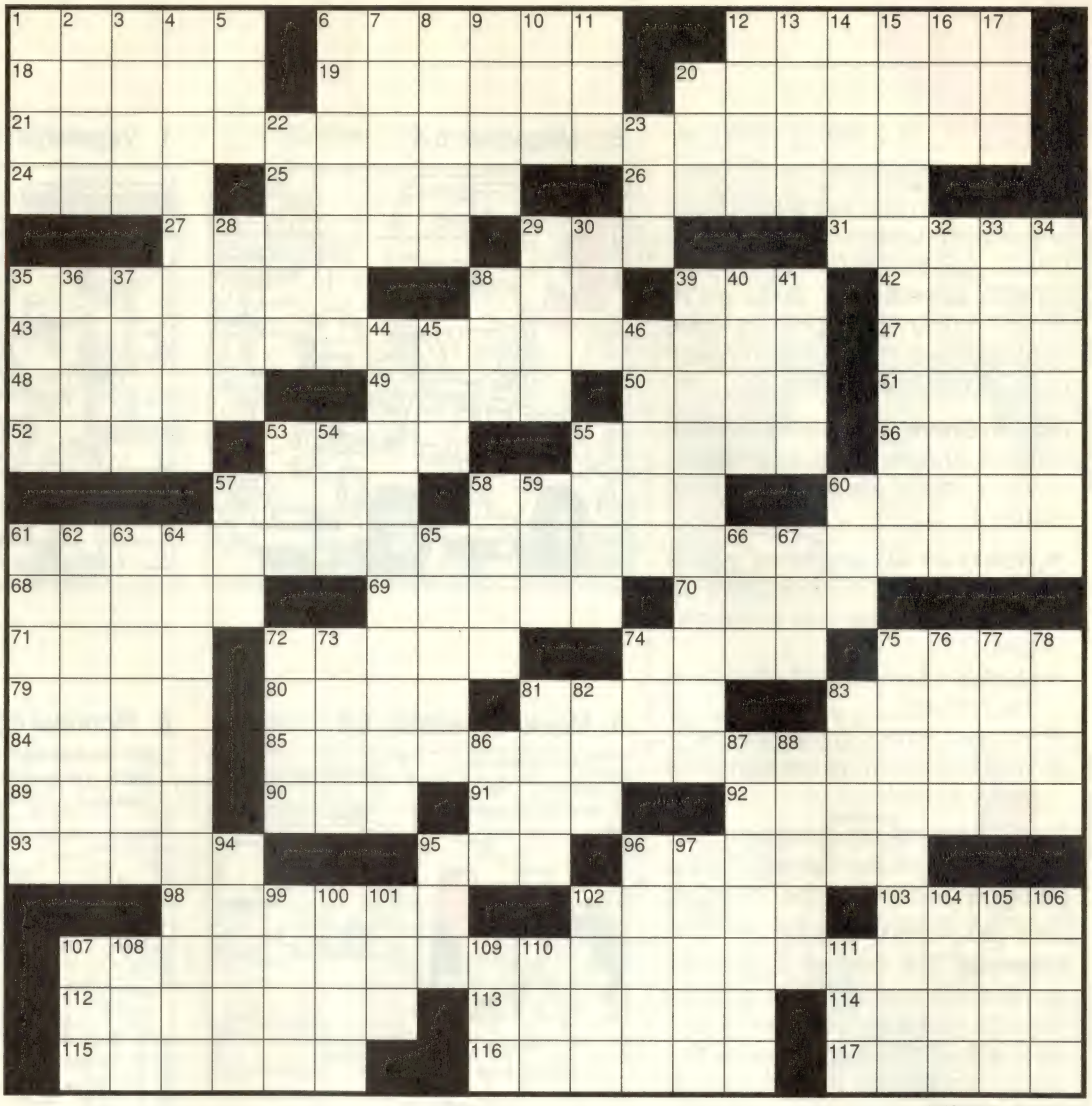
KEITH BENDIS

*REAL TIPS AND CLUES APPEAR ON PAGE 39

SEASON'S GREETINGS ★★★

BY ERIC ALBERT

Solve the four long entries at 21-, 43-, 85-, and 107-Across to find out how to decode the special message at 61-Across.



ANSWER, PAGE 39

ACROSS

1 Skate feature
6 Gambol gaily
12 Rhombi and trapezoids, e.g.
18 Extend a subscription
19 Dolores Haze's nickname
20 Major corporate expense
21 SEE INSTRUCTIONS
24 A snap
25 Senator Hatch
26 Invisible
27 Dream up
29 Short cut, of a sort
31 Broth base
35 Led the credits
38 Bearing
39 Listen on a line
42 Feed a picture into a computer
43 SEE INSTRUCTIONS
47 Gangster Le Moko
48 Some doors
49 "Clumsy me!"
50 Oxy-10 target
51 Tabula ___
52 Expansive
53 Cager Archibald
55 *The Tin Drum* protagonist
56 Author Bagnold
57 Galileo's home
58 Run off at the mouth
60 Indian ears
61 SEE INSTRUCTIONS
68 Root of diplomacy
69 Hall's partner
70 Whippet wagger
71 Degas drawing detail
72 River to the Rio Grande
74 Getting close
75 Emotional shock
79 "No man ___ island"
80 Its highest point is Kaala
81 Hubbub
83 Tybalt's killer
84 Orange outside
85 SEE INSTRUCTIONS
89 *A Letter for* ___ (1945 film)
90 Sound of a piqued Peke
91 Fenway great, for short
92 Not sharp or flat
93 Say it's a shame
95 Gene's *Superman* role
96 Cervantes or Unamuno
98 In a mean way
102 Philosopher Kierkegaard
103 Post-exercise woe
107 SEE INSTRUCTIONS
112 Flinging stones at
113 Morphine, e.g.
114 Annapolis frosh
115 Half a Beatles song title
116 Caruso's birthplace
117 Green guys

DOWN

1 Cracker spread
2 Actress Olin of *Havana*
3 Farm workers?
4 Dry out
5 Mother with a wool coat
6 Key location
7 Laughs loudly
8 Blast from the past
9 Paint with words
10 Call ___ day
11 Budget limit
12 Jaffe and Snead
13 Ballyhoo
14 Van Gogh slept here
15 Bookie's stat
16 Toy manufacturer?
17 Canny
20 Mat victory
22 Spot's pal
23 Teacher du jour
28 Work units
29 Juror's no-no
30 Eight-time Norris Trophy winner
32 Islands of the South Pacific
33 Go bottom up
34 Baker, at times
35 Gush forth
36 Pull up to the terminal
37 Unimaginative
38 Guitarist's aid
39 It rains on some parades
40 Ballet's Pavlova
41 Boardwalk adjunct
44 Wise snack?
45 Garden need
46 Flavorful
53 Zilch
54 Bat material
55 Big galoots
57 Little, in Lyons
58 Throws the shot
59 Wade's opponent
60 Owner of *Alice*'s restaurant
61 Left the rat race
62 Hard to hold
63 Noted White Star liner
64 Fourth 007 film
65 Painter Dufy
66 Anvil setting
67 Liveliness
72 Nosegay
73 "I could ___ horse!"
74 Fem. flyers
75 In jest
76 Barbra's *Funny Girl* costar
77 Helen of Troy's mother
78 Plane or level
81 Linen source
82 Fashion's Claiborne
83 Fixed routine
86 Leaching solution
87 Los ___
88 Boast of
94 Meeting site of 1945
95 Fleur-de-___
96 Pertaining to form
97 Seething
99 Lose traction
100 Best of the movies
101 Lout
102 Shearing sound
104 Good buddy?
105 Rail rider
106 Gives the once-over
107 ___ *Sharkey*
108 Temple lang.
109 Cargo unit
110 Shrink's society: Abbr.
111 Inclined

CARTOON REBUSES ★☆

Cartoon Rebuses have always been one of our favorite contests here at GAMES. And they're obviously popular with solvers, too, since we've received over 42,000 entries to the contests over the years. Try your hand at this latest batch.

How to Solve The answer to each rebus is a name that combines any or all of these elements from the cartoon:

- Words or synonyms of words spoken by the characters or found anywhere else in the picture;
- Names of prominent objects in the picture;
- Isolated letters in the picture;
- Words implied by the cartoon's action or scene.

These elements are combined phonetically to form the name fitting the category and the number of letters given as clues above the cartoon.

Example The answer to the example cartoon above right is *Vanity Fair*. It's found by combining VAN, pictured in the background; the word IT spoken by the cabbie; the letter E on the van; and the word FARE, suggested by the scene. Put them together phonetically and you get VAN-IT-E-FARE.

How to Enter On a postcard or the back of an envelope, send us the answers to as many of these 14 rebuses as you can. Please list the components of each solution (as in VAN-IT-E-FARE) alongside each answer. You may enter as many times as you wish, but each entry must be mailed separately.

Winning The winner will be the reader who correctly solves the most rebuses. Ties will be broken by random draw.

Mail entries to: Cartoon Rebuses, GAMES, 19 West 21st Street, New York, NY 10010. Entries must be received by May 3, 1993.

Ex: Magazine: 6,4



1. Vegetable: 8



5. Movie Comedian: 6,6



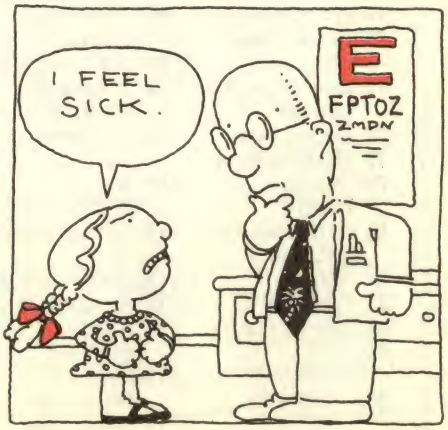
6. Fictional Lover: 4,10



10. 19th-Century Book: 4,2,3,11



11. Flower: 5,4



BY MIKE SHENK

Grand Prize
$500
10 Runner-Up Prizes
A GAMES T-shirt

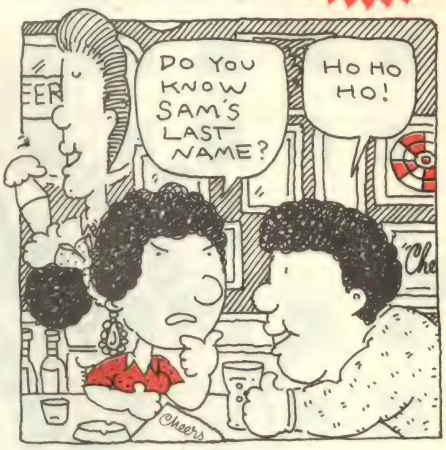
2. Comedian: 4,6



3. 1992 Movie: 9



4. 1990s Movie: 4,5



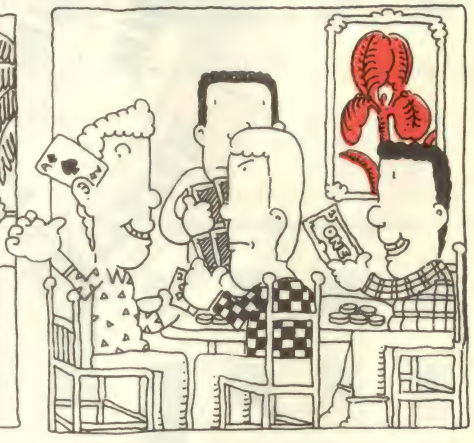
7. Businessman: 4,5



8. Movie Director: 6,5



9. Singer: 5,3,5



12. Geographical Place: 6,3,11



13. 1930s Movie: 2,3,7



14. American Author: 6,8



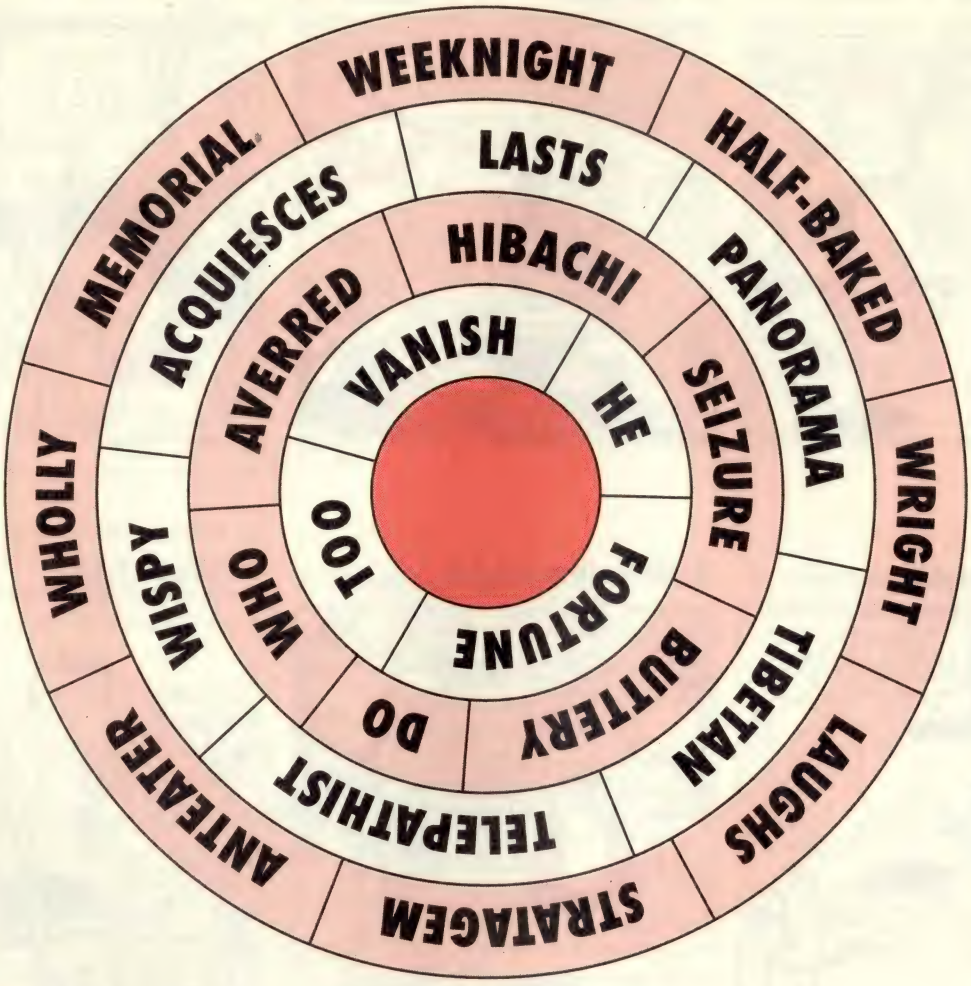
KIMBLE MEAD

BULL'S-EYE 20 QUESTIONS ★★

BY WILL SHORTZ

Here's a test of your word "marksmanship." The answer to each of the 20 questions in the puzzle is one of the words in the bull's-eye target. Each answer scores a "hit," which you may cross off in the target since no answer word is used more than once. When all the clues have been answered, the four unused words will form a quote by American writer Mary Pettibone Poole.

ANSWERS, PAGE 39



WHICH WORD ...

1. conceals, in consecutive letters, one of the words in this question?
2. can be divided into consecutive state postal abbreviations?
3. violates the "I before E except after C" rule?
4. would become a new word if you changed any letter in it to a W?
5. is a seven-letter word that, if it were a telephone number, would consist of only two different digits?
6. could be represented by the word IRANIANS in a cryptogram?
7. is an anagram of the names of two numbers put together?
8. would leave the name of a metal if you removed the second letter of the alphabet?
9. sounds like a word meaning "shun" when pronounced with a Brooklyn accent (substituting an "ur" sound with "oi")?
10. would, if broken into two words (without rearranging any letters), mean "small chesspiece"?
11. would spell the name of a 1960s TV show if you removed its first letter?
12. has, when written in script, six different "tall" letters (ones written with ascenders)?
13. would become a word meaning "stupid person" if spelled twice in a row?
14. starts and ends with smaller words that are opposites of each other?
15. can be spelled using only the odd letters of the alphabet (A, C, E, G, etc.)?
16. can become a new word when you insert QU somewhere within it?
17. looks like a word meaning "very big pies" spelled backward?
18. has three familiar homophones (words pronounced alike but different in spelling and meaning)?
19. would spell a new word if you dropped its last one, last two, last three, *or* last four letters?
20. contains the initial letters of all the other remaining words?

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1. ANSWERS, PAGE 40

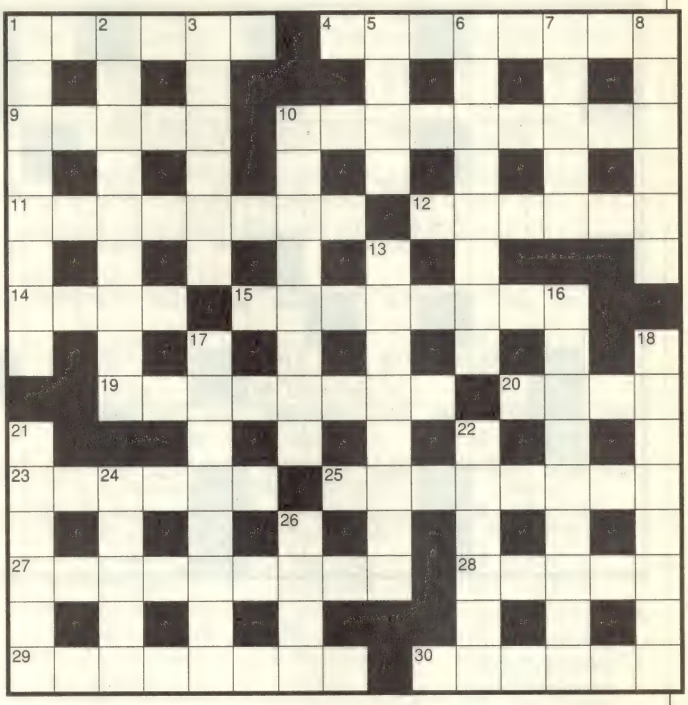
PUZZLE 1 BY EMILY COX & HENRY RATHVON

ACROSS

1 Advise post office amid quarrel (3,3)
4 150 likely to talk nonsense (8)
9 Land in hospital yard (5)
10 Anne Rice's novel: *Packers* (9)
11 It's very hard to swindle Greek island (8)
12 Phony can see medium setting? (6)
14 Return tender love (4)
15 Impress admirer of ribbons? (4,4)
19 Best test after changing gear (8)
20 Somewhat Mideastern notion (4)
22 Forces abstract painting (6)
23 Mediterranean island coldly following Spain's lead (6)
25 Pie put inside winter vehicle was surprising (8)
27 Worn-out TV ad Renee edited (9)
28 Fish canvases brought back (5)
29 Ignore nail held by Civil War general (3,5)
30 Warm to a pigpen (6)

DOWN

1 Crones pursuing first of ten jerks (8)
2 Pangolins oddly chant (9)
3 Ferry's transported some chickens (6)
5 Audibly makes a connection with wildcat (4)
6 Keep self-restraint after 3rd of September (8)
7 Routed Niger dominance (5)
8 Dealt spades out of order (6)
10 Like bunk with the Lone Ranger's sidekick (6,2)
13 Confined Group E in some dirt (8)
16 Treadlers disseminated warnings (3,6)
17 Almost see *All About Eve* where the beach is (3,5)
18 Ring I attempt stealing (8)
21 A wave, also (2,4)
24 Peak climber's first break (5)
26 Wow—almonds and cashews brought up (4)



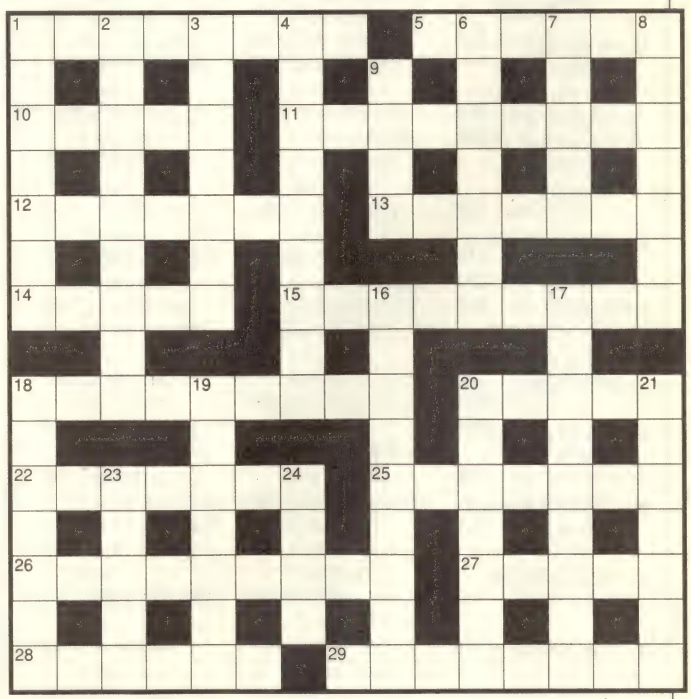
PUZZLE 2 BY MICHAEL RIOS

ACROSS

1 Cool guy leads female pop singer's guys behind home (8)
5 One final letter put in to repel sorcerer (6)
10 Value broken timer (5)
11 Exaggerated part of speech: "Feeling Sad in Acting" (9)
12 Vegetable with red stripe in center (7)
13 Look at key missing first botched label (7)
14 Receding ocean's rate (5)
15 Overwhelms one sister before appointments (9)
18 Stars in east, spinning with dangers (9)
20 Make trouble and set California back (3,2)
22 Husband's state hurt one held by Communist (7)
25 Buries ten broken bombs without leader (7)
26 Flashy person is wanderer in sloppy text (9)
27 He steals right in the midst of barbecue (5)
28 Fish walks quickly around college (6)
29 Baseballer Ron has more than a yard—it's a graveyard (8)

DOWN

1 A scream upset shooters? (7)
2 True, blunt, rough, and rowdy (9)
3 Stetson's decoration worse than bad (7)
4 Boorish M.D.'s rough diamonds (9)
6 Perfect English in broken binder (7)
7 A computer memory chip with a smell (5)
8 Hangs 500 trolls (7)
9 Woman with snake's tail at this place (4)
16 Some of sun's heat helps reveal a knife (9)
17 To church containing round carved pillar (5,4)
18 Collar has male cushion, perhaps (7)
19 Delay in a tour, unfortunately (4,3)
20 Diplomat at Turkey's capital with pain (7)
21 Speaks freely before gym opener? (7)
23 Carnival city enthralling at 1:10, for example (5)
24 Listen to precious buck (4)



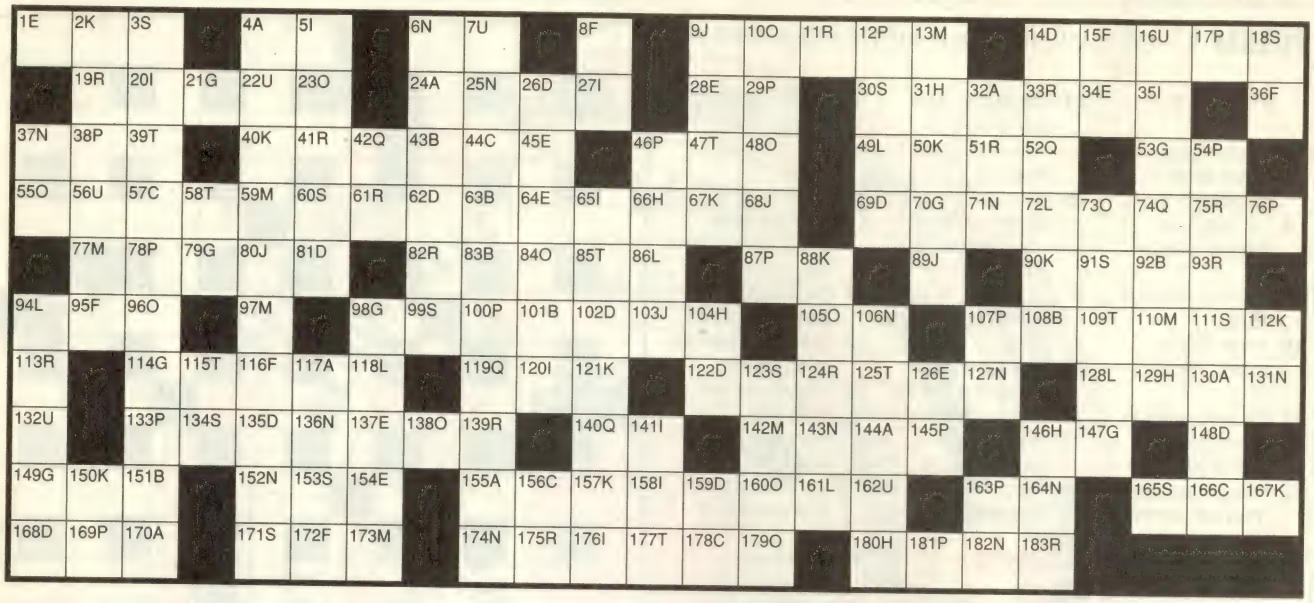
For tips on solving cryptic crosswords, send a stamped return envelope to "Cryptic Solving Guide," GAMES, 19 West 21st Street, New York, NY 10010.

DOUBLE CROSS ★★

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 39



A. Latin name for Switzerland, used on Swiss postage stamps — 117 130 144 32 155 170 4 24

B. Eggy meals — 43 108 63 83 92 101 151

C. Inert gas used in radio tubes — 156 166 44 57 178

D. Rock star formerly with the Yardbirds, Cream, and Derek and the Dominoes (2 wds.) — 81 135 148 122 159 14 26 69 102 168 62

E. Local reporter's bailiwick — 34 45 28 64 1 126 137 154

F. Scottish pudding boiled in the stomach of a sheep — 172 8 95 116 15 36

G. Texas gushers (2 wds.) — 53 79 114 149 147 21 70 98

H. Dashed against forcefully — 129 31 146 180 66 104

I. Requirement — 120 141 65 158 176 5 20 35 27

J. Discernment — 68 89 9 80 103

K. 1967 hit for the 5th Dimension (4 wds.) — 112 157 2 167 40 67 121 150 90 50 88

L. Rendered invalid — 72 86 128 94 118 161 49

M. Coroner's investigation — 97 110 77 59 173 13 142

N. Beatles ballad subtitled "This Bird Has Flown" (2 wds.) — 152 164 174 25 37 131 6 71 106 136 143 182 127

O. Country star who recorded "Friends in Low Places" (2 wds.) — 179 105 138 160 10 55 48 84 96 73 23

P. Scott Turow's sequel to *Presumed Innocent* (4 wds.) — 163 17 29 87 78 54 145 38 76 100 46 12 169 181 107 133

Q. Unduly quick — 140 119 52 74 42

R. "The Belle of Amherst" (2 wds.) — 33 19 61 124 51 139 175 82 93 11 41 113 75 183

S. 1959 film for which Simone Signoret won the Oscar (4 wds.) — 165 111 134 60 123 3 18 30 91 171 153 99

T. "The Land of Lincoln" — 109 125 58 177 39 47 115 85

U. Moondoggie's girlfriend, in the movies — 132 56 162 16 22 7

CROSS MATH ★☆

BY CHARLES WEAVER

To solve a Cross Math puzzle, place all of the digits 1 through 9 into the empty squares of the grid so that the three rows across and three columns down form correct arithmetic sequences. All calculations (which involve only positive whole numbers) should be performed in order from left to right and top to bottom. ANSWERS, PAGE 40

PUZZLE 1

1 2 3 4 5 6 7 8 9

	×		−		=7
+	■	+	■	+	■
	+		−		=3
−	■	÷	■	÷	■
	×		−		=4
=6	■	=6	■	=5	■

PUZZLE 2

1 2 3 4 5 6 7 8 9

	+		−		=2
÷	■	+	■	×	■
	+		−		=9
×	■	−	■	−	■
	+		−		=6
=4	■	=2	■	=3	■

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY MIKE SHENK

Meshwork

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

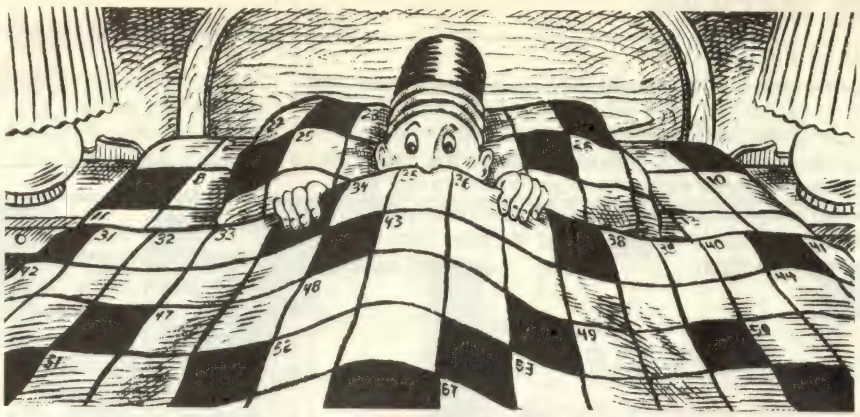
HARD CLUES ★★★

ACROSS

1 Gnarled
10 The Who's John Entwistle, for one
17 Not precise
22 Up for grabs
23 It means "beautiful lake" in Iroquois
24 Show featuring the adventures of Mike Nelson
26 Pentagon press room events
27 $(CH_3)_2CO$
28 Italian naval base
29 Unload
30 "O death, where is thy sting?" source
32 Careening paddy wagon occupant
33 Hieroglyph bird
34 ___ kwon do
35 Madame, across the Pyrenees
36 ___ account (absolutely not)
37 Children's card game
38 Other people's children
39 *"Gallia ___ omnis divisa in partes tres"*
40 Nisan holiday
42 Bug
45 Haberdashery buy
46 Turned to mush
48 Tallow source
49 Cousteau, e.g.
51 Knute Rockne's birthplace
53 Agenda
55 Instant lawn
56 Like the true seals
57 Salinger heroine et al.
59 Britten's *Billy Budd*, e.g.
61 Fancy pot
63 Slapstick projectile
64 "Fernando" singers
67 Played the villain
69 Watering hole
72 Chemist's salt
75 Not 152-Down
76 "Poor me!"
77 Pyramid-shaped tree
78 Miscreant
81 Low isles
82 Busted
84 Letters on shoe boxes
86 Pizzeria extra
87 End-of-letter abbr.
88 Walks away with
89 Flirt's look
91 Star of *Edward Scissorhands*
92 Ignored the national anthem
93 Hot dog holder?
95 *Point Break* star Keanu
96 Mary's upstairs neighbor
98 March 15 question
99 Light
101 *Poivre* partner
102 Outfielder Moreno
103 A lotta bucks?
104 This xlue has one
105 *O Pioneers!* author
107 Penpoint metal
110 Architect of St. Paul's
111 Planet
113 Grand ___ (*Evangeline* setting)
114 Mubarak's predecessor
116 Tenuous
118 They have rrrrrridges
122 Corp. ending
124 Scoring unit, at times
126 Uses mailing privileges
129 Final shot?
132 City southwest of Moscow
134 Uniform jackets
136 Diamond ___ (Mae West role)
137 Going all out
138 City laid out in the shape of an airplane
140 Unit of light intensity
141 Actress Lenya
143 *2001* extra
144 Sub captain's command
146 Skimpy suit
147 Prizm maker
148 Slight
149 Adm.'s subordinate
150 Expressed one's anger
152 Checks-and-balances business
153 Called a strike, perhaps
155 Charity supporter
156 Word readable in rear-view mirrors
158 Walks a beat
159 Severe

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK UNTIL YOU READ PAGE 35!



EASY CLUES ★

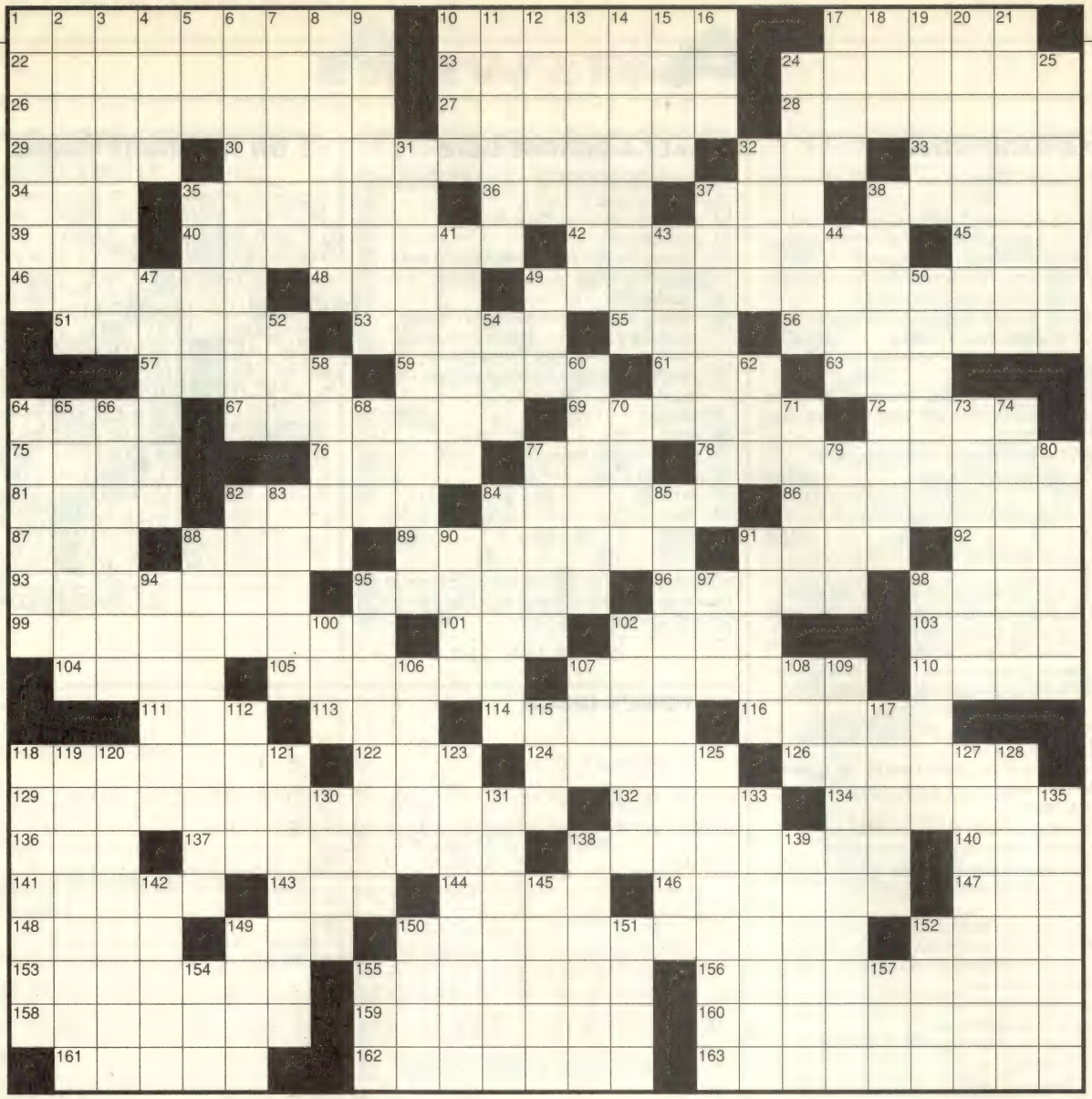
ACROSS

1 Deformed
10 Viol player
17 Not tight
22 Where to sign: 3 wds.
23 Toronto's province
24 Old underwater TV series: 2 wds.
26 Short summaries of events
27 Nail polish chemical
28 Italian port (NOT A RAT anag.)
29 Opposite of buy
30 Either of two Bible books after Romans
32 Keystone ___ (movie comic)
33 Wading bird
34 Menlo Park inventor's initials
35 Mrs., in Madrid
36 ___ account (not at all): 2 wds.
37 Armed conflict
38 Misbehaving kids
39 Superlative suffix
40 Jewish holiday
42 Annoy
45 Make a knot
46 Decayed
48 Cooking fat
49 Marine researcher
51 Oslo's nation
53 Blackboard material
55 Turf
56 Lacking visible hearing organs
57 Salinger girl and others (SEEMS anag.)
59 *Carmen* or *Aïda*
61 Ornate vase
63 Bakery treat
64 Swedish pop group that recorded "Dancing Queen"
67 Was derisive
69 Western bar
72 Table salt's chemical formula
75 Dressed
76 "Woe is me!"
77 Evergreen tree
78 Criminal
81 Small islands
82 Arrested: 2 wds.
84 Distances across
86 Breakfast links
87 Multivolume reference: Abbr.
88 Victories
89 Flirting glance: 2 wds.
91 Actor Johnny of *21 Jump Street*
92 Used a chair
93 It takes you to the top of the slope: 2 wds.
95 *Superman* star Christopher and others
96 Valerie Harper sitcom
98 "___, Brute?": 2 wds.
99 Ignite: 3 wds.
101 Salt, in France (in BASELINE)
102 Poet Khayyám
103 Doe or buck
104 Keyboard error
105 Writer Willa
107 Precious metallic element (DRUM III anag.)
110 Small songbird
111 Sphere
113 Opposite of post-
114 Egypt's Anwar
116 Trembling
118 Skirt flourishes
122 Company-ending abbr.
124 Angular cut, as in a stick
126 Hot dogs
129 Last drink of the evening: 4 wds.
132 Pitcher Hershiser
134 Garments of ancient Rome
136 ___ Abner
137 Trying hard
138 Capital of South America's largest country
140 College basketball tourney: Abbr.
141 Actress Lenya of *From Russia With Love*
143 King Kong, for one
144 Jump into the pool
146 Two-piece swimsuit
147 Earth: Prefix
148 Ignore with contempt
149 Printer's measures
150 Vent one's anger: 3 wds.
152 Teller's workplace
153 Officiated at a baseball game
155 Charitable giver
156 Hospital's emergency vehicle
158 Polices an area
159 Severe in manner
160 Intimidating task: 2 wds.
161 Lymph ___ (glandlike masses)
162 Turned the car
163 White Alpine flower

DOWN

1 Al Capone or Legs Diamond
2 Justifiable: 2 wds.
3 Long, thin dagger
4 Cartoonist-author Silverstein
5 *Playboy* founder's nickname
6 Booth Tarkington novel: 2 wds.
7 Western evergreens (NO SPIN anag.)
8 Preoccupy
9 Coveting
10 Yacht or yawl
11 Head newsperson at a network
12 Beer tankard
13 Devilish
14 Magnetic metals: 2 wds.
15 Moral transgressions
16 Foot digit
17 Bound
18 Rowing need
19 Atheist Madalyn Murray ___
20 Soak up the rays
21 Real things
24 Bin's purpose
25 Ones who fling
31 California citrus fruit: 2 wds.
32 The Green Hornet's helper (A TKO anag.)
35 Hurls out
37 Farmer's lines of drying hay
38 Facing hardship bravely: 2 wds.
41 Military marches (PESETA anag.)
43 *Eating* ___ (1982 movie)
44 Snare
47 Tire patterns
49 "___ the ramparts we watched ..."
50 Begs
52 Longing
54 Danson of *Cheers*
58 Actors Connery and Penn
60 Comments to the audience
62 Neither's partner
64 Right of entry
65 Quilt's kin
66 Rock's ___ Rollers: 2 wds.
68 Inventor Whitney
70 Pretentiously decorated
71 Snooped around
73 Protector put under a drink
74 Inheritor in a will
77 Cuba's Castro
79 Wine-producing valley of California
80 Come back
82 Repeated jazz motif
83 Frolicsome caper
84 Vacillates
85 Crustaceans that take over empty shells from mollusks: 2 wds.
88 No matter how the game ends: 3 wds.
90 ___ majesty (crime against the ruler)
91 Actress Day
94 Truncate: 2 wds.
95 Go and get
97 Owned
98 Father of actor Keenan: 2 wds.
100 Knocking sound
102 Public speaker
106 Painter Matisse
107 Wedding vow: 2 wds.
108 Channels 14 and up: Abbr.
109 *Fernwood 2-Night* star: 2 wds.
112 Ernie's *Sesame Street* pal
115 Common conjunction
117 Hawaii's fourth-biggest island
118 Puts away, as a carpet: 2 wds.
119 Company labor supporter: 2 wds.
120 Was capable of: 3 wds.
121 Maroons
123 Abridge
125 Stammer
127 *The* ___ (Yul Brynner classic): 3 wds.
128 Biology, chemistry, astronomy, etc.
130 Where some jeans "hug"
131 Stir up
133 Wildly: 2 wds.
135 Furnace feeders
138 Prior to
139 Apt
142 Old Ford model, for short
145 Ballot caster
149 Snaky fishes
150 Boor
151 Dancer Astaire
152 In the buff
154 ___ *v. Wade*
155 ___ *Kapital*
157 Not high

R.J. KAUFMAN



ANSWER, PAGE 40

HARD CLUES (CONTINUED)

160 Formidable task
161 Computer network terminals
162 Had the helm
163 *The Sound of Music* song

DOWN

1 Charles Luciano, e.g.
2 Proper
3 Heel type
4 Author Silverstein
5 Bunny boss, briefly
6 Early Katharine Hepburn role
7 State trees in New Mexico
8 Absorb
9 Longing
10 Shell or bark
11 Item on Rhode Island's flag
12 *Three Lives* author
13 Like Rushdie's *Verses*
14 Hematite and magnetite
15 Confession topics
16 Piggy, perhaps
17 Ballet jeté, e.g.
18 Sculler's need
19 Noted fighter of school prayer
20 Try to tan
21 Beings
24 Hard drive's purpose
25 Salad chefs
31 Grove product
32 Bruce Lee role
35 Ejects
37 Drying hay formations
38 Enduring
41 Post-marching campsites
43 *White Heat* director Walsh
44 Mouth, in slang
47 Stairway parts
49 Not 'neath
50 Argues a case
52 Ginza cash
54 Robert E. Turner III's nickname
58 Actors Astin and Penn
60 Digressions
62 Hide-hair link
64 Backstage pass privilege
65 Linus prop
66 *Another World* setting
68 Foe of the Crimson
70 Chichi
71 Did some investigating
73 Coney Island's Cyclone, e.g.
74 Will name
77 Che cohort
79 County north of San Francisco
80 Investment yield
82 Jazz phrase
83 Clownishly absurd
84 Shows indecisiveness
85 They inhabit castoff shells
88 Regardless of the outcome
90 ___ majesty
91 Rock's partner, often
94 Sever
95 Get back
97 Duped
98 *Mary Poppins* costar
100 Naughty by Nature's music
102 Clay, for one
106 Rousseau or Matisse
107 Pre-testifying vow
108 14 and up
109 *Domestic Life* star
112 Former NFL commissioner Bell
115 Additionally
117 Site of Mount Waialeale
118 Arrives by car
119 Strike backer
120 Was capable of
121 Rope fibers
123 Make a long-story short
125 Pause
127 Siam-based musical, with *The*
128 MIT curriculum
130 Coxae
131 Rabble-rouse
133 Extravagantly
135 Steamship workers
138 In front of
139 Subject to suit
142 Car in a Beach Boys song
145 Booth user, at times
149 Snigglers' catches
150 Oaf
151 Ethel's hubby
152 Starkers
154 School of the future?
155 *L.A. Law* extras
157 Weather map feature

PENCILWISE CONTINUES ON PAGE 42.

ANSWERS

FLIP A CARD! COVER

The differences are as follows, roughly from top to bottom:

1. The background of the slash at the upper left turns from black at its top to blue at its bottom; the gradation of the slash on the bottom portion is reversed, turning from blue at its top to black at its bottom.
2. The top overline is "YOUR TURN" while the bottom one is "OUR TURN."
3. The magazine's price appears only at the upper right.
4. The "R" in "CARD" has a rounded tail on the top of the cover and a straight, diagonal one on the bottom.
5. Only the puzzle's title on the top has an exclamation point.
6. The word "of" is repeated in lines 4 and 5 of the instructions on the top portion of the cover.
7. Only the queen on the top is wearing a joker's hat.
8. The queen's hair on the left side has three white stripes on the top half of the card and four white stripes on the bottom half.
9. The queen's mouth is reversed in the two halves.
10. The black and yellow squares of the collar are reversed in the two halves.
11. The collar on the top also has one square in place of a circle.
12. The leaves of the flower held by the queen have red lines on the top and blue lines on the bottom.
13. The large curlicue at the far left of her clothing is reversed in the two halves.
14. The vertical line in the center of the queen's chest has 9 squares on the top and 11 on the bottom.
15. The large half-flower in the clothing has a white stripe at the left but none on the right.
16. The queen's fingernails are polished in the bottom portion only.
17. The stem of the flower she's holding is bent only in the bottom portion.
18. She has an arc on her chin in the bottom portion only.
19. She wears an earring in the bottom portion only.
20. The bottom of the card does not have a heart pip.
21. The tail of the "Q" is flipped at the bottom of the card.
22. The card casts a shadow only to the right and bottom.
23. The UPC code appears only at the bottom.
24. The "A" in the bottom "GAMES" is missing its shadow on the inside of the letter.

14 FILM CLASS

A–4, *Backdraft* (the only vowel in each title is A)
B–6, *Tootsie* (the American flag is pictured in whole or in part on the box)
C–3, *Home Alone* (a baseball term is part of the title)
D–1, *Suspect* (the title logo uses an object in place of one or two of the letters)
E–2, *Ninotchka* (the star of the film has alliterative first and last names)
F–8, *Lean on Me* (exactly five people are pictured on the box)
G–5, *Moby Dick* (the title consists of two four-letter words)

The video with nothing in common is #7, *Nothing in Common.*

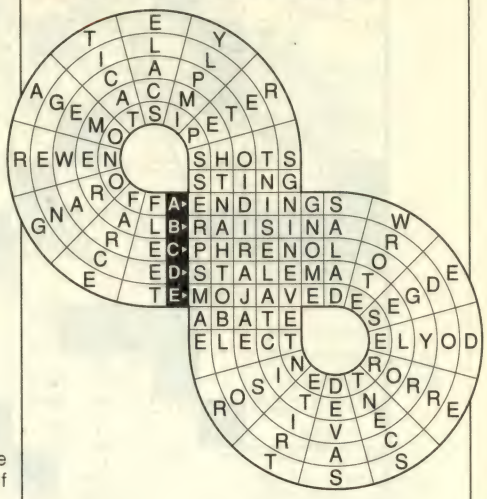
Thanks to John Chaneski for contributing to this puzzle.

8 HALF-A-CHANCE QUIZ

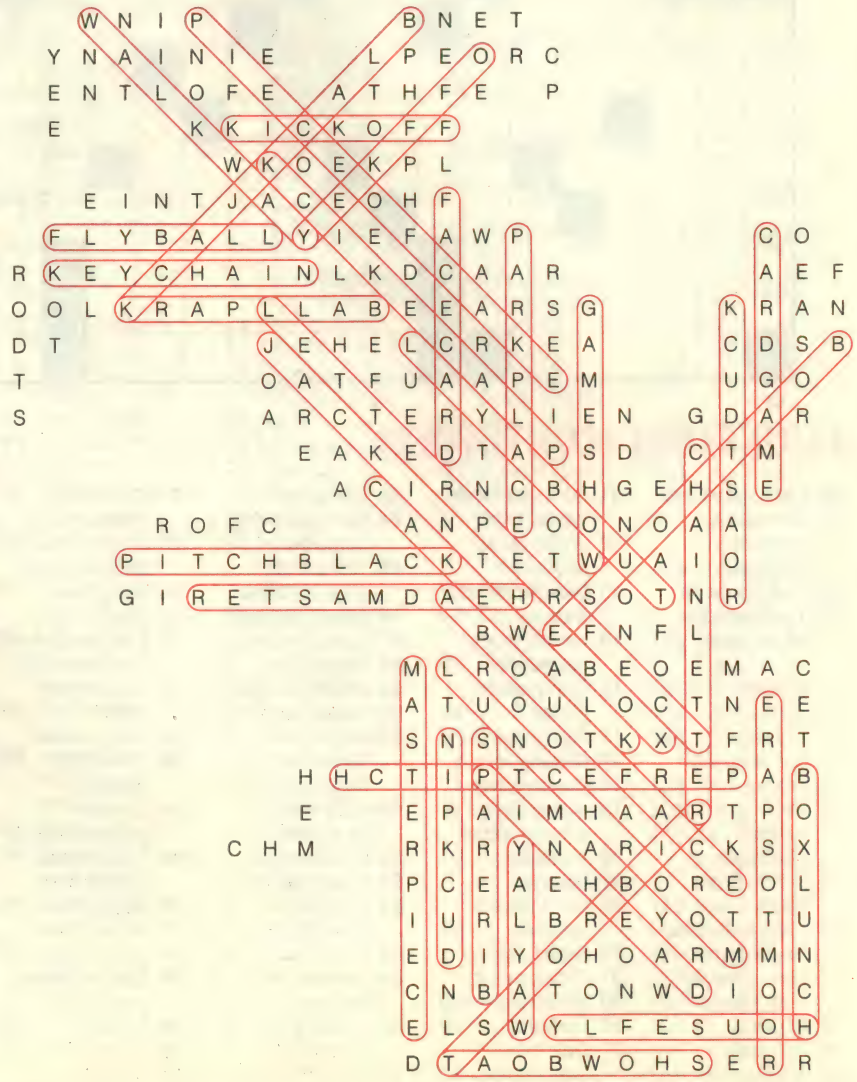
1. Not guilty
2. New England
3. A brave (Minnehaha was his wife)
4. Muhammad
5. Mickey Rooney (he's been married eight times; Henry VIII had only six wives)
6. Des Moines
7. Marie Curie (she won the 1903 Physics award and the 1911 Chemistry award; Einstein won the 1921 Physics prize)
8. Rescued (he returns to England with Friday in tow)
9. Day
10. None
11. The American Revolution
12. Seventy
13. Greeks
14. Day
15. Rover
16. Friday

Now that the quiz is finished, did you choose all the *right* answers—that is, the answers on the right? If you did, you're no April Fool!

19 ON THE RIGHT TRACK



20 FOOL'S CHAIN



ANSWERS

21 TRANSPORTATION DEPARTMENT

P	A	C	T	S	■	D	U	M	B	■	T	H	O	R
A	W	A	I	T	■	E	S	A	U	■	A	U	R	A
C	A	R	P	E	N	T	E	R	S	■	X	R	A	Y
E	R	A	■	L	E	E	S	■	T	R	I	L	L	S
S	E	T	T	L	E	R	■	R	E	A	D	■	■	■
■	■	■	R	A	D	■	L	E	D	G	E	R	S	■
H	A	G	A	R	■	B	E	A	U	■	R	E	A	R
E	X	A	M	■	T	R	A	M	P	■	M	I	L	O
Y	E	L	P	■	R	A	P	S	■	D	I	N	E	D
■	S	L	O	G	A	N	S	■	Y	E	S	■	■	■
■	■	■	L	O	I	S	■	R	O	S	T	E	R	S
N	A	T	I	O	N	■	K	A	Y	E	■	T	A	U
O	V	E	N	■	E	D	I	T	O	R	S	H	I	P
V	I	N	E	■	R	O	T	E	■	T	E	A	S	E
A	D	D	S	■	S	E	E	D	■	S	A	N	E	R

26 VOYEURVILLE

a. F–2
b. 3–C
c. 6–F
d. E–1
e. C–4 (seeing himself in mirror)
f. 5–D
g. B–6 (seeing curtain pattern)
h. 1–B
i. 2–E
j. A–5
k. D–3
l. 4–A (seeing half of binoculars)

28 DSZQUPHSBNT! TIPS AND CLUES

Cipher 1: Ciphertext ZW and CZW really do represent HE and THE. Bonus hint: E, appearing doubled twice, represents a vowel.
Cipher 2: The one-letter word is A, and ciphertext FTL, appearing in the first and ninth words, is ING.
Cipher 3: The most common word HL'T can represent is IT'S.
Cipher 4: Compare the pattern word DWQW with XDW. Try HERE and THE.
Cipher 5: Ciphertext X, appearing 9 times, four of them at the end of words, is a good bet to be S. Bonus hint: The three doubled letters are L, M, and P, though not necessarily in that order.
Cipher 6: Ciphertext L, appearing 12 times, represents the common letter E, and ciphertext J, appearing 9 times, is another vowel.
Cipher 7: The vowels A, E, I, O, and U are represented by ciphertext A, E, P, T, and W, though not in that order.

25 CHECK, CHECK ...

J	U	M	P	■	C	H	A	O	S	■	S	T	A	R
A	S	I	A	■	H	I	N	D	U	■	T	H	R	U
V	E	S	T	■	A	D	D	I	S	■	R	A	I	N
A	R	C	■	A	C	E	■	N	A	M	E	T	A	G
■	■	R	I	C	H	I	E	■	N	Y	E	■	■	■
■	T	E	S	T	I	N	G	O	N	E	T	W	O	■
C	H	A	P	■	■	■	A	W	A	Y	■	O	L	E
C	A	N	Y	O	U	A	L	L	H	E	A	R	M	E
I	N	T	■	O	N	E	I	■	■	■	N	D	A	K
■	I	S	T	H	I	S	T	H	I	N	G	O	N	■
■	■	■	R	E	V	■	E	A	R	N	E	R	■	■
S	T	R	U	D	E	L	■	G	E	E	■	I	N	C
C	R	A	M	■	R	E	I	G	N	■	I	G	O	R
A	U	R	A	■	S	I	D	L	E	■	N	I	N	E
T	E	E	N	■	E	A	S	E	S	■	K	N	O	W

24 PENCIL POINTERS

■	S	■	■	■	■	■	M	■	■	■	■	S	■	C				
H	A	N	D	L	E	B	A	R	M	O	U	S	T	A	C	H	E	
A	V	E	R	A	G	E	D	■	C	I	S	C	O	■	A	I	M	
V	E	G	E	T	A	T	E	■	I	N	A	U	D	I	B	L	E	
E	R	O	D	E	D	■	S	A	N	K	■	B	A	B	S	O	N	
A	R	T	■	■	■	D	U	S	T	■	A	Y	E	■	■	T	■	
N	E	I	G	H	B	O	R	H	O	O	D	■	■	R	O	C	S	
A	D	D	A	M	S	■	R	E	E	S	T	A	B	L	I	S	H	■
A	■	T	A	T	U	M	■	S	H	I	N	E	■	A	C	I	D	
H	O	O	T	■	M	I	X	■	■	S	A	Y	O	N	A	R	A	
A	I	R	■	O	P	T	I	O	N	■	■	O	■	■	R	O	N	
W	I	L	S	O	N	■	O	N	T	■	C	O	N	T	E	M	P	T
R	■	■	C	H	A	R	G	E	■	O	L	D	E	■	A	R	E	
C	O	T	T	A	■	I	■	L	A	N	E	■	A	I	D	A	■	
U	N	O	■	N	E	E	D	L	E	S	S	■	C	R	I	C	K	
T	I	R	A	D	E	S	■	O	R	E	■	■	H	A	S	T	E	
T	O	M	B	■	L	■	V	■	O	N	C	E	■	T	O	O	N	
O	W	N	E	R	S	■	S	I	E	S	T	A	■	H	E	N	R	Y
O	■	N	E	A	T	E	N	■	O	■	W	E	E	■	■	A	■	
B	E	T	A	S	■	S	C	A	L	A	■	N	A	S	A	L	■	■
I	R	I	S	H	S	T	E	W	■	H	A	R	R	I	S	O	N	■
T	I	N	T	■	R	E	N	O	■	A	M	O	■	F	I	L	E	■
S	E	G	■	L	I	T	T	L	E	B	Y	L	I	T	T	L	E	■

21 IT'S ALL RELATIVE

1. Pumpkin
2. Rumpelstiltskin
3. Napkin
4. Culkin
5. Munchkin
6. Sheepskin
7. Gherkin
8. Arkin
9. Onionskin
10. Tonkin
11. Bumpkin
12. Pigskin
13. Kreskin
14. *Potemkin*

25 IN OTHER WORDS

1. DISCOVERY
2. LIVESTOCK
3. COMEDIAN
4. COMPLEXITY
5. DRUMSTICK
6. HOSPITAL
7. ARGUMENT
8. CATEGORY
9. MARIGOLD
10. MACHINERY
11. PORCELAIN
12. SPECULATION
13. CLIPBOARD
14. SIGNATURE
15. FARSIGHTED
16. SIDETRACK
17. PSEUDONYM
18. AMBIDEXTROUS

22 CHANGING CHANNELS

The shows were mixed as follows:

Name of show	In the style of
Coach	*M*A*S*H*
*M*A*S*H*	*Jeopardy!*
Jeopardy!	*Cheers*
Cheers	*Star Trek*
Star Trek	*The Simpsons*
The Simpsons	*Family Feud*
Family Feud	*Quantum Leap*
Quantum Leap	*Mission: Impossible*
Mission: Impossible	*Northern Exposure*
Northern Exposure	*I Love Lucy*
I Love Lucy	*The Twilight Zone*
The Twilight Zone	*Bonanza*
Bonanza	*48 Hours*
48 Hours	*LA Law*
LA Law	*Nightline*
Nightline	*Coach*

42 CALL TO ORDER

1. Popeye
2. Little Miss Muffet
3. Yogi Bear
4. Winnie-the-Pooh
5. Fred Flintstone
6. Goldilocks
7. Bond—James Bond
8. Garfield
9. Agent Dale Cooper (*Twin Peaks*)
10. Cookie Monster (*Sesame Street*)
11. Dagwood Bumstead
12. Teenage Mutant Ninja Turtles

29 SEASON'S GREETINGS

B	L	A	D	E	■	F	R	O	L	I	C	■	■	S	H	A	P	E	S	
R	E	N	E	W	■	L	O	L	I	T	A	■	P	A	Y	R	O	L	L	
I	N	T	H	E	R	O	A	D	M	A	P	S	I	M	P	L	I	F	Y	
E	A	S	Y	■	O	R	R	I	N	■	■	U	N	S	E	E	N	■	■	
■	■	■	D	E	V	I	S	E	■	B	O	B	■	■	S	T	O	C	K	
S	T	A	R	R	E	D	■	■	A	I	R	■	T	A	P	■	S	C	A	N
P	A	R	A	G	R	A	P	H	M	A	R	T	I	N	I	■	P	E	P	E
E	X	I	T	S	■	■	O	O	P	S	■	A	C	N	E	■	R	A	S	A
W	I	D	E	■	N	A	T	E	■	■	O	S	K	A	R	■	E	N	I	D
■	■	■	P	I	S	A	■	P	R	A	T	E	■	■	M	A	I	Z	E	
R	E	T	T	E	L	H	T	R	U	O	F	Y	R	E	V	E	D	A	E	R
E	L	I	H	U	■	■	O	A	T	E	S	■	T	A	I	L	■	■	■	■
T	U	T	U	■	P	E	C	O	S	■	■	W	A	R	M	■	J	O	L	T
I	S	A	N	■	O	A	H	U	■	F	L	A	P	■	■	R	O	M	E	O
R	I	N	D	■	S	T	I	L	L	L	I	F	E	A	V	O	C	A	D	O
E	V	I	E	■	Y	A	P	■	Y	A	Z	■	■	N	A	T	U	R	A	L
D	E	C	R	Y	■	■	■	L	E	X	■	M	I	G	U	E	L	■	■	■
■	■	■	B	A	S	E	L	Y	■	■	S	O	R	E	N	■	A	C	H	E
■	C	H	A	L	K	D	U	S	T	A	N	D	A	L	T	A	R	B	O	Y
■	P	E	L	T	I	N	G	■	O	P	I	A	T	E	■	P	L	E	B	E
■	O	B	L	A	D	A	■	■	N	A	P	L	E	S	■	T	Y	R	O	S

Instead of following the "instructions" suggested, the middle entry can simply be read from right to left: "Read every fourth letter." Applying this instruction to the remaining four theme entries, you get the message "Happy April Fools' Day."

32 BULL'S-EYE 20 QUESTIONS

1. Telepathist (this)
2. Memorial (Maine, Missouri, Rhode Island, Alabama)
3. Seizure
4. Too (woo, two, tow)
5. Hibachi (442-2244)
6. Anteater
7. Fortune (four and ten)
8. Tibetan (tin, after removing beta!)
9. Averred (avoid)
10. Weeknight (wee knight)
11. Wispy (*I Spy*)
12. Half-baked (h, l, f, b, k, d)
13. Do (dodo)
14. Panorama (pa and ma)
15. Acquiesces
16. Vanish (vanquish)
17. Stratagem (megatarts)
18. Wright (right, rite, write)
19. Buttery (butter, butte, butt, but)
20. Wholly (W, H, L, L)

"He who laughs, lasts."—Mary Pettibone Poole

34 DOUBLE CROSS

A. HELVETIA
B. OMELETS
C. XENON
D. ERIC CLAPTON
E. NEWSBEAT
F. HAGGIS
G. OIL WELLS
H. RAMMED
I. NECESSITY
J. TASTE
K. UP, UP, AND AWAY
L. NEGATED
M. INQUEST
N. NORWEGIAN WOOD
O. GARTH BROOKS
P. THE BURDEN OF PROOF
Q. HASTY
R. EMILY DICKINSON
S. ROOM AT THE TOP
T. ILLINOIS
U. GIDGET

But is it a ship's light miles away (we haven't seen anyone for days) or bioluminescent plankton quite close by? A week ago, I spotted an ominous light and called Gregg forward. He told me I was not expected to report the rising moon—H(arvey) Oxenhorn, *Tuning the Rig*

ANSWERS

33 CRYPTIC CROSSWORD 1

ACROSS

1 Tip off (P.O. + tiff)
4 Claptrap (CL + apt + rap)
9 Italy (hospITAL Yard)
10 Canneries (Anne Rice's)
11 Concrete (con + Crete)
12 Séance (can see)
14 Eros (sore)
15 Bowl over (bow lover)
19 Greatest (test + gear)
20 Idea (mIDEAstern)
23 Sicily (icily + S)
25 Startled (tart + sled)
27 Enervated (TV ad Renee)
28 Sprat (tarps)
29 Let alone (talon + Lee)
30 Toasty (to + a + sty)

DOWN

1 Twitches (witches + t)
2 Plainsong (pangolins)
3 Fryers (ferry's)
5 Lynx (links)
6 Preserve (reserve + p)
7 Reign (Niger)
8 Passed (spades)
10 Cotton to (cot + Tonto)
13 Closeted (set + E + clod)
16 Red alerts (treadlers)
17 Sea level (see – e + all + Eve)
18 Banditry (band + I + try)
21 As well (a + swell)
22 Fresco (forces)
24 Crest (c + rest)
26 Stun (nuts)

33 CRYPTIC CROSSWORD 2

ACROSS

1 Catchers (cat + Cher's)
5 Wizard (I + Z + ward)
10 Merit (timer)
11 Overblown (verb + low + on)
12 Rhubarb (R + bar + hub)
13 Eyeball (key – k + label)
14 Speed (deep's)
15 Inundates (I + nun + dates)
18 Asterisks (east + risks)
20 Act up (put + CA)
22 Married (mar + I + red)
25 Entombs (ten + bombs – b)
26 Extrovert (rover + text)
27 Crook (R + cook)
28 Trouts (trots + U)
29 Cemetery (Cey + meter)

DOWN

1 Cameras (a scream)
2 Turbulent (true blunt)
3 Hatband (than bad)
4 Rhomboids (boorish M.D.)
6 Inbreed (E + binder)
7 Aroma (a + ROM + a)
8 Dangles (D + angles)
9 Here (her + e)
16 Unsheathe (sUN'S HEAT HElps)
17 Totem pole (to + temple + O)
18 Armrest (arrest + M)
19 Rain out (in a tour)
20 Attaché (at + T + ache)
21 Passkey (speaks + Y)
23 Ratio (Rio + at)
24 Deer (dear)

FAKE AD

The Fake Advertisement announced in the Table of Contents was for "The Amazing Adventures of Stereo Suzie" and appeared on page 59. *Idea by Will Shortz. Text by Burt Hochberg. Stereo images by Dan Dyckman.*

20 FOOL'S CHAIN WORD LIST

JACK-IN-THE-BOX
BOX LUNCH
LUNCHROOM
ROOM TO SPARE
SPARERIB
RIB ROAST
ROAST DUCK
DUCKPIN
PINHEAD
HEADMASTER
MASTERPIECE
PIECE OF CAKE
CAKEWALK
WALKWAY
WAYLAY
LAYABOUT
ABOUT FACE
FACE CARD
CARD GAME
GAME SHOW
SHOWBOAT
BOATHOUSE
HOUSEFLY
FLY BALL
BALLPARK
PARK PLACE
PLACE KICK
KICKOFF
OFF-KEY
KEY CHAIN
CHAIN LETTER
LETTER-PERFECT
PERFECT PITCH
PITCH-BLACK
BLACKJACK

28 DSZQUPHSBNT!

1. CRYPTOON. "He who relies on bogus tips and clues below entrusts himself to the April Fool. Good luck."
2. YOU CAN KWOTE ME. Mispelling's can tottaly destroy a puzzlers chances of decifering an otherwise simple code.—Robert Leighton
3. TAKE A BREATHER. Wow! It's a snap to solve this one, since it has a lot of words that are made up of unusual letter patterns.
4. WE WARNED YOU. W represents E here, proving what you should have learned in the Cryptoon a couple minutes ago.
5. FACETIOUS SUPERSCRIPTION. Code-breaking becomes increasingly strenuous whenever interminable synonyms supplant commonplace monosyllabic words.
6. ONE OF THOSE. Penultimate ciphers rarely resemble spoken language, displaying stilted grammar describing peculiar topics.
7. THEY MUST BE JOKING. Incredibly obfuscated constructions flummox cryptanalysts, delighting sadistic dszquphsbnt writer simultaneously.

35 CROSS MATH

1.

8	×	2	–	9	=7
+	■	+	■	+	■
5	+	4	–	6	=3
–	■	÷	■	÷	■
7	×	1	–	3	=4
=6	■	=6	■	=5	■

2.

6	+	4	–	8	=2
÷	■	+	■	×	■
3	+	7	–	1	=9
×	■	–	■	–	■
2	+	9	–	5	=6
=4	■	=2	■	=3	■

35 MESHWORK

M	I	S	S	H	A	P	E	D	■	B	A	S	S	I	S	T	■	■	L	O	O	S	E	■
O	N	T	H	E	L	I	N	E	■	O	N	T	A	R	I	O	■	S	E	A	H	U	N	T
B	R	I	E	F	I	N	G	S	■	A	C	E	T	O	N	E	■	T	A	R	A	N	T	O
S	E	L	L	■	C	O	R	I	N	T	H	I	A	N	S	■	K	O	P	■	I	B	I	S
T	A	E	■	S	E	N	O	R	A	■	O	N	N	O	■	W	A	R	■	B	R	A	T	S
E	S	T	■	P	A	S	S	O	V	E	R	■	I	R	R	I	T	A	T	E	■	T	I	E
R	O	T	T	E	D	■	S	U	E	T	■	O	C	E	A	N	O	G	R	A	P	H	E	R
■	N	O	R	W	A	Y	■	S	L	A	T	E	■	S	O	D	■	E	A	R	L	E	S	S
■	■	■	E	S	M	E	S	■	O	P	E	R	A	■	U	R	N	■	P	I	E	■	■	■
A	B	B	A	■	S	N	E	E	R	E	D	■	S	A	L	O	O	N	■	N	A	C	L	■
C	L	A	D	■	■	■	A	L	A	S	■	F	I	R	■	W	R	O	N	G	D	O	E	R
C	A	Y	S	■	R	A	N	I	N	■	W	I	D	T	H	S	■	S	A	U	S	A	G	E
E	N	C	■	W	I	N	S	■	G	L	A	D	E	Y	E	■	D	E	P	P	■	S	A	T
S	K	I	L	I	F	T	■	R	E	E	V	E	S	■	R	H	O	D	A	■	E	T	T	U
S	E	T	O	N	F	I	R	E	■	S	E	L	■	O	M	A	R	■	■	■	D	E	E	R
■	T	Y	P	O	■	C	A	T	H	E	R	■	I	R	I	D	I	U	M	■	W	R	E	N
■	■	■	O	R	B	■	P	R	E	■	S	A	D	A	T	■	S	H	A	K	Y	■	■	■
R	U	F	F	L	E	S	■	I	N	C	■	N	O	T	C	H	■	F	R	A	N	K	S	■
O	N	E	F	O	R	T	H	E	R	O	A	D	■	O	R	E	L	■	T	U	N	I	C	S
L	I	L	■	S	T	R	I	V	I	N	G	■	B	R	A	S	I	L	I	A	■	N	I	T
L	O	T	T	E	■	A	P	E	■	D	I	V	E	■	B	I	K	I	N	I	■	G	E	O
S	N	U	B	■	E	N	S	■	L	E	T	O	F	F	S	T	E	A	M	■	B	A	N	K
U	M	P	I	R	E	D	■	D	O	N	A	T	O	R	■	A	M	B	U	L	A	N	C	E
P	A	T	R	O	L	S	■	A	U	S	T	E	R	E	■	T	A	L	L	O	R	D	E	R
■	N	O	D	E	S	■	■	S	T	E	E	R	E	D	■	E	D	E	L	W	E	I	S	S

ANSWERS

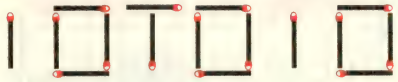
45 BEGUILERS

TREE OF DIAMONDS



TIME CHANGE

Move one match as shown to make "ten to ten."



46 SPIRAL STARE-CASE

1. Drill bit
2. Ribbon
3. Bottle brush
4. Ballpoint pen spring
5. Cinnamon sticks
6. Slinky
7. Guitar tuning pegs
8. Pretzel
9. Paper streamers
10. New fern frond
11. Electric stove element
12. Clothespin
13. Spiral notebook
14. Jelly roll
15. Rotini pasta
16. Champagne cork
17. Mousetrap
18. Grease pencil
19. Light bulb
20. Spiral staircase

55 WHICH DIE IS NEXT?

Die "e" comes next. The face on each die in the right column combines the pips on the equivalent faces of the two other dice in its row.

60 RACK 'EM UP

1. ALIENATES (86 points), crossing the A of CROAK and the T of SOFT.
2. CITIFY (also making PI, AT, TI, IF, and OY) (52 points), reading downward, starting in the square above and to the right of the P of PATIOS.
3. DARNEDEST (63 points), surrounding the word ES in the middle of the board.
4. NORMALIZING (116 points), above ZING in the lower right corner.

Membership in the National Scrabble Association includes a subscription to the *Scrabble News* (8 times yearly), special word lists, a roster of 200+ local Scrabble clubs, and other perquisites. The cost is $15/year ($20 in Canada, U.S. funds only). Write NSA, Box 700, Greenport, NY 11944.

WILD CARDS

57 TV HANGOUTS

1–i, Mel's Diner
2–e, Kelsey's Bar
3–k, The Peach Pit
4–r, Touchdown Club
5–m, The Pit
6–n, Ponder Blue's Barbecue Villa
7–h, Longbranch Saloon
8–a, Arnold's
9–f, King Kamehameha Club
10–p, Rosie's
11–l, Phil's
12–b, The Brick
13–c, Danny's Place
14–g, Lobo Lounge
15–j, Moe's Tavern
16–q, Ten Forward
17–o, Regal Beagle
18–d, Double R Diner

57 P.S.

The word is CORPS.

57 END GAME

Our letters, with one possible plural for each, are:

A: atria	I: radii	T: feet
E: dice	M: cherubim	X: beaux
H: teeth	N: children	

57 TO SOME DEGREE

3497 (°F.) = 1925 (°C.)

57 UPWARDLY MOBILE

Anton was the last one on and the second one off, so nobody got on after he got on, and only one person got off before he got off. He went up at least two flights. Edsel got off before Gerda got on, so Edsel must be the person who got off before Anton got off. That means that Filbert got on sometime before Anton got on, and got off sometime after Anton got off, which means he had to go up at least four floors. Edsel was transported exactly twice as many floors as Filbert was, so he went up at least eight flights. Assuming Filbert went up only four flights, we have as a minimum: Edsel on at 1, Edsel off at 9, Gerda on at 10, Filbert on at 11, Anton on at 12, nobody on or off at 13, Anton off at 14, Filbert off at 15, and nobody on or off at 17. This leaves exactly four floors (16, 18, 19, and 20) for Bessie, Clara, Dagwood, and Gerda to get off. Hence, the minimum is the only workable model, and Filbert could not have gone as many as five flights up. Of the eleven known floor stops, five are odd (1, 9, 11, 15, and 19) and six are even (10, 12, 14, 16, 18, and 20). Since more stops were at odd-numbered than even-numbered floors, there were eight stops at odd floors, so the three other odd floors were, by elimination, 3, 5, and 7. These were the on floors for Dagwood, Bessie, and Clara, respectively. Since Bessie went up more floors than Dagwood, he got off at 16 (going up 13 floors), and Bessie got off at 19 or 20 (going up 14 or 15 floors), since if Dagwood got off at 18 or higher Bessie would have to get off above floor 20. Since no two went up the same number of floors, Gerda, who got on at 10, did not get off at 18. Gerda's off floor, which was not 20, was by elimination 19, making Bessie's off floor 20, and leaving floor 18 for Clara.

In summary,

Anton got on at 12 and off at 14 (up 2)
Bessie got on at 5 and off at 20 (up 15)
Clara got on at 7 and off at 18 (up 11)
Dagwood got on at 3 and off at 16 (up 13)
Edsel got on at 1 and off at 9 (up 8)
Filbert got on at 11 and off at 15 (up 4)
Gerda got on at 10 and off at 19 (up 9)

57 UNAWKWARD WORDS

1. AGITATION
2. DEBATABLE
3. OVERDRESS
4. FOOTSTOOL
5. CHILDLIKE
6. KILOVOLTS
7. STOREROOM
8. GUARDRAIL
9. TENEMENTS
10. EVERGREEN

58 INTERNAL AFFAIRS II

1–s	Balanced	11–r	Rehearsal
2–n	Patriot	12–q	Seventeen
3–i	Sherbet	13–p	Chinchilla
4–o	Surgeon	14–d	Foreign
5–j	Whereas	15–c	Opinion
6–g	Boredom	16–l	Supporter
7–k	Covenant	17–m	Centimeter
8–h	Clothed	18–t	Heartrending
9–e	Cousin	19–b	President
10–f	Forearm	20–a	Conversation

58 CELEBRITY SURNAMES

Our answers (others may be possible):

Women

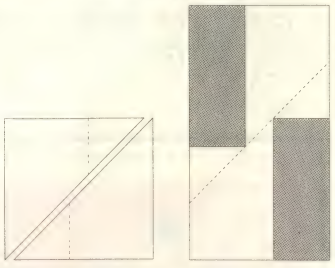
Christopher Norris (TV actress)
Daryl Hannah (movie actress)
Gene Tierney (movie actress)
Jerry Hall (model)
Joey Heatherton (singer/dancer)
Mel Harris (TV actress)
Michael Learned (TV actress)
Sean Young (movie actress)

Men

Alice Cooper (rock musician)
Carroll O'Connor (TV actor)
Connie Mack (baseball manager)
Evelyn Waugh (English novelist)
Joan Miró (Spanish painter)
Joyce Kilmer (poet)
Mandy Patinkin (stage/movie actor)
Shelley Berman (comedian)

58 PANEL DISCUSSION

Cut the square as shown below left, and place the four pieces on the wall as shown below right.



59 A ONE AND A TWO

1. Try, try again
2. "Chattanooga Choo Choo"
3. Rin Tin Tin
4. "Que Será, Será"
5. *Bye Bye Birdie*
6. Zsa Zsa Gabor
7. "Red Red Wine"
8. Sha Na Na
9. "Oh My My" or "No No Song"
10. Chinny chin chin

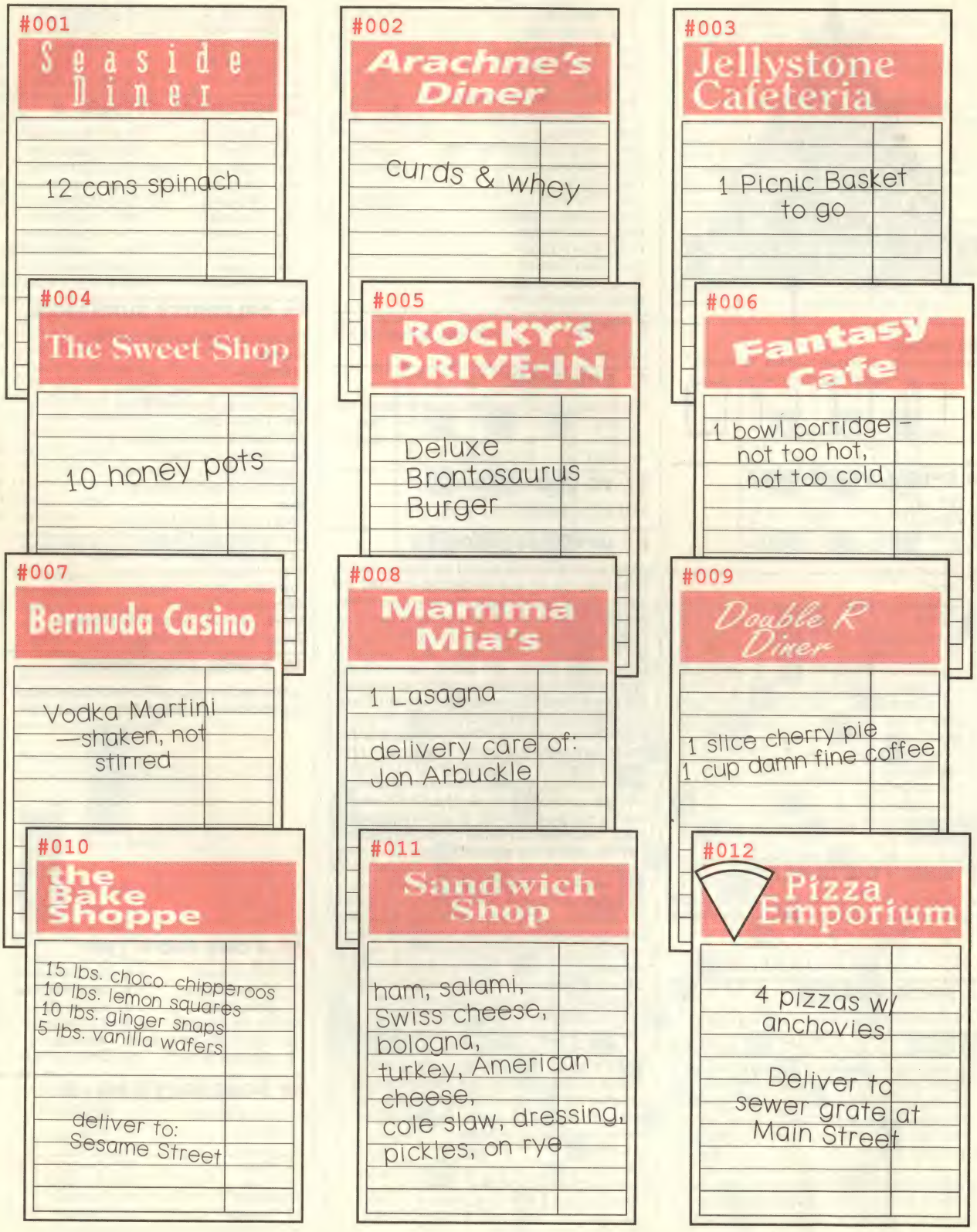
59 SOMEBODY'S MOVIE

1. *Ferris Bueller*
2. *Miller*
3. *Logan*
4. *Adam*
5. *Prizzi*
6. *Jacob*
7. *Brewster*
8. *Rosemary*
9. *Pee-wee*
10. *Wayne*
11. *Sharky*
12. *Murphy*
13. *Oliver*
14. *Lorenzo*
15. *Von Ryan*
16. *Donovan*
17. *Coogan*
18. *Babette*
19. *Pete*
20. *Peter*

CALL TO ORDER ★☆

BY SANDY FEIN

As the saying goes, you are what you eat. In fact, many fictional characters are *known by* what they eat or drink. Can you identify from their culinary preferences which 12 characters placed the restaurant orders below? ANSWERS, PAGE 39



CAN YOU I.D. THESE TV MOMS?

(ANSWERS ON BACK)



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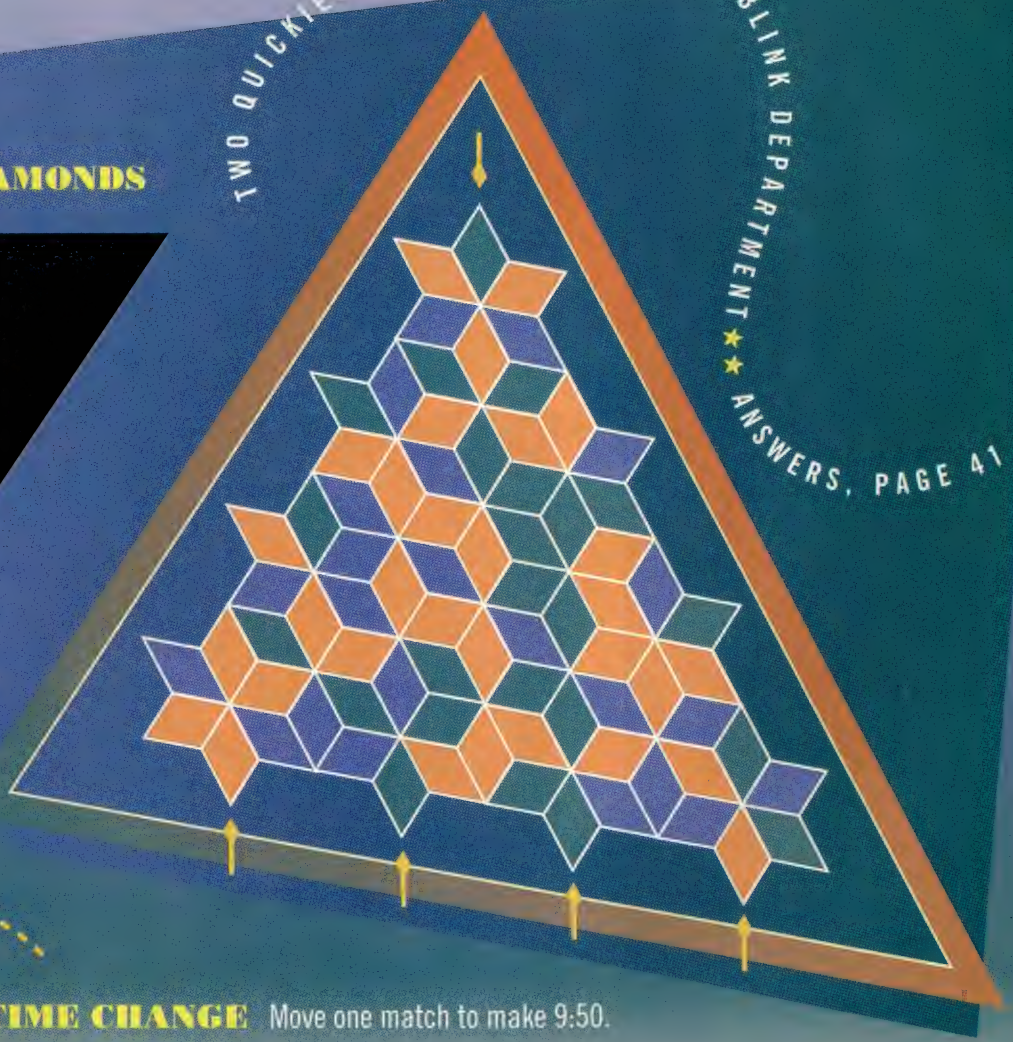
ANSWERS: (Top To Bottom)
Lucy Ricardo (I Love Lucy),
Edith Bunker (All In The Family),
Samantha Stevens (Bewitched)

BEGUILERS

TWO QUICKIES FROM OUR THINK-AND-BLINK DEPARTMENT ★★ ANSWERS, PAGE 41

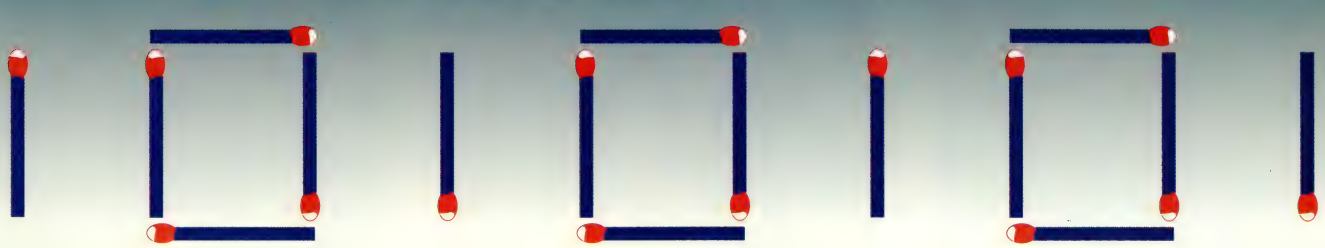
1 TREE OF DIAMONDS

Starting at the aqua diamond on top, can you find a path to one of the four diamonds on the bottom, alternating colors aqua-coral-blue-aqua-coral-blue- . . .? You can move to a new diamond only if it shares a side with the one you are on.



2 TIME CHANGE

Move one match to make 9:50.



spiral staire-case

eyeball benders by paddy wales

And wilt thou have a reason for this coil?
—Titus Andronicus

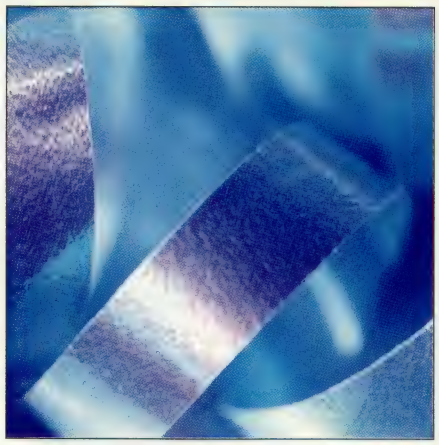
ANSWERS, PAGE 41

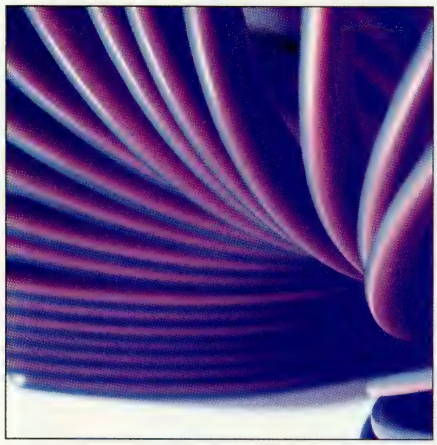
★☆

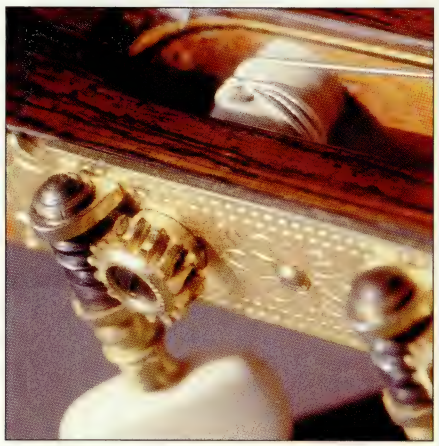
clues:

1. Bore-ing!
2. Bow-ring?
3. Cleaning up
4 . Write on!
5. Quite a stir
6. Upstairs, downstairs
7. Turn of the key
8. For dough-doughs
9. Party lines?
10. Loose-leaf
11. Hot rod
12. Lay it on the line
13. Take note of it
14. Morton's moniker
15. Use your noodle
16. Pop-top
17. Couldn't be better
18. It's remarkable
19. Sock it to me!
20. Going up?


















3


4

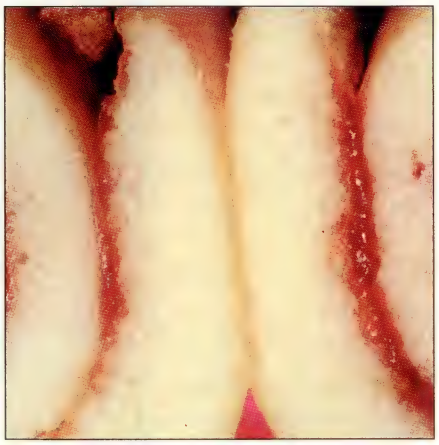

5


8


9


10


13


14


15


18


19


20

PARTY GAME

NAMEBURST

COMPANY WESTERN PUBLISHING **PRICE** $23
NUMBER OF PLAYERS 3-8 **PLAYING TIME** VARIES

SIMPLE — COMPLEX
CHANCE — SKILL



In the musical *Gypsy*, three experienced stripteasers tell the young Gypsy Rose Lee that to succeed in burlesque she'll have to do more than simply take off her clothes: "You gotta have a gimmick."

Game inventors, please copy. It's no big deal to "invent" a party game in which players give each other clues to get them to say certain words or name certain celebrities—we've seen dozens of them. But Nameburst, thanks to a couple of clever new ideas dreamed up by the fertile brain of Brian Hersch (see profile below), proves that there are still a few bumps and grinds left in the old guessing-game category.

The object is to get each of your partners to guess as many of the 10 names on a card as possible within 60 seconds by giving them verbal clues. The game gets its intriguing competitive spice from the idea of pairing the players in a series of one-on-one encounters so that every player is both clue-giver and clue-receiver with every other player. One point for each correct answer is scored by *both* partners, but every player's score is tallied individually (the highest score when all rounds are complete wins). So although you may be sorely tempted to sabotage your opponents with obscure clues, think about the effect that would have on your own chances.

Clever idea number two is a mechanical card-holder with a red-gel viewing window that lets you see only one name at a time; to see the next one, you advance the card with a little lever. Since the names are legible only one at a time and only when they're in the viewer, you can't read them, inadvertently or otherwise, when you're not supposed to. As any burlesque queen will tell you, it's what you can't see that keeps you interested. ■ —B.H.

THE GAMES FILE

The Hersching of America

Brian Hersch is a game inventor—*the* game inventor: leader of the pack, king of the hill. Want to know how he got there? Listen:

Deep in the recession of the early 1980s, three Canadians launched a game that violated two commandments of the games business: *1.* Thou shalt not sell a game for more than $15. *2.* Thou shalt not make players feel stupid.

The game was Trivial Pursuit. It cost $30, and unless you had a solid liberal arts education you probably would be happier playing something else. Yet Trivial Pursuit was a monster hit, its success eerily reminiscent of that of Monopoly, which had been launched during even worse economic times almost exactly 50 years earlier.

Brian Hersch drew two lessons from all this: First, hard economic times have, if anything, a salutary effect on game sales. Second, the people who are buying and playing games today are much better off financially and much better educated than their forebears.

"The baby boom generation," he says, "is the largest and best educated generation in history. We played games when we were kids and watched game shows on TV. We grew up predisposed toward games. But when we got to be adults there were no games for us to play. The big game companies simply wrote us off. They didn't seem to understand that we still wanted to play games even though we weren't kids anymore."



Trivial Pursuit, Hersch says, "didn't create the adult game market, as people say; the market was already there, waiting to be tapped."

Brian Hersch's first game, in 1984, was Out of Context, which sold about 350,000 copies, a modest success compared to what followed: Taboo, Celebrity Taboo, Songburst, Scrutineyes, Nameburst (see review), and others. His most successful game so far has been Outburst, which, counting Outburst II, Outburst Junior, and a travel edition, has sold 10 million copies. Ten. Million.

"I am the baby boomer," says the 42-year-old Los Angeles native. "I make games for me and my generation. Each of us has a mental filing cabinet full of information of all kinds. All I do is open a drawer in that cabinet and ask you to look inside. I want you to be entertained and also to feel fulfilled. But it's also important for you to feel emotional ups and downs when you play. It's boring to be happy all the time. Winning feels much better when you thought you might lose.

"The best game is one where a good competitive player can play to win while at the same time another player is just trying to have a good time, and both are satisfied." ■ —B.H.



ADVENTURE GAME

DRAGON QUEST

COMPANY TSR **PRICE** ABOUT $23 **NUMBER OF PLAYERS** 2-6 **PLAYING TIME** 2 HOURS

SIMPLE — COMPLEX

CHANCE — SKILL

After a tough day at work, what could be more satisfying than going up against a horde of goblins, trolls, mummies, and—if you're lucky—a fire-breathing dragon?

Well, OK, maybe there are one or two more satisfying things. But if you're at all intrigued by fantasy roleplaying—if the idea of searching for fabulous treasures through dank dungeons where predatory monsters lurk around every corner makes your skin tingle just a little—you'll find Dragon Quest an exciting experience.

Each player selects a hero, such as a wizard, a fighter, or an elf, to send off on one of three adventures. These are played out on the heavy gameboard, which represents either an abandoned mine, a series of lava springs, or a classic dungeon patrolled by Lizard Men with bad attitudes. One player is the Dungeon Master, a sort of emcee who controls the events of the game. The others collaborate to survive or find loot.

A game turn begins with movement on the board while the DM rolls a die to check for the presence of wandering monsters. If one is found, players engage in combat by comparing the target's Attack Number against the hero's Fighting Ability and then rolling a 20-sided die to resolve the battle.

Special equipment and magic spells are available, and deadly traps abound. Each player's character has certain abilities (Strength, Intelligence, etc.), which can help cast a spell, climb a wall, or surprise a monster. All this information is presented on 180 colorful cards.

The Adventure book includes three intriguing quests, with descriptions of the monsters and treasures and various dangers. When the adventures have been completed, the DM can follow the book's suggestion for designing others.

Dragon Quest comes with six plastic and six lead heroes, seven dice, and a legion of cardboard monsters. It's the perfect introduction to an exciting world that too many people know too little about. ■ —Matt Costello

COMPUTER GAME

LINKS 386 PRO

FOR IBM/COMPATIBLES WITH 386 PROCESSORS; ACCESS, $55-$70

FINGERS — BRAIN

JUMP RIGHT IN — READING REQUIRED

This magnificent golf simulation, with its gorgeous 3-D graphics and you-are-there sound effects, could make a golfer out of you even if you think greens are only for pouring oil and vinegar on. If you're already a golf nut, it's the game you've been waiting for.

Though it comes with only one course, it's a beaut: Harbour Town, with its trademark lighthouse. Four additional courses are available for $30 each. If you already have the course disks from Access's impressive earlier Links game, you'll find them far clearer when imported into the 386 Pro. Play a full round or just the front or back nine, or practice any hole of your choice.

What distinguishes Links 386 Pro besides its stunning graphics is its wealth of options. Before play begins, you select the caliber, gender, and number of players (up to eight), your clubs and tees, and even the color of your shirt. You can set wind and green conditions and alter your stance to customize shots, but we recommend sticking with the default settings until you know what you're doing. Split the screen into as many as four windows with seven types of information. Hit the ball in any direction. But watch out!—as in real golf, holes overlap, so you could wind up on an adjacent fairway. Show replays either forward or reverse-angle. Save shots to savor later and to show your friends that you really made them. Save a round on a floppy disk to challenge a friend, or try to beat yourself. Take gimmes and—great when learning—unlimited mulligans (do-overs with no penalty). The program keeps stats galore—enough to choke a stats-freak.



Named the best real-life strategy game of the year (GAMES, December 1992), Links 386 Pro, with its Super VGA graphics, leaves all other golf simulations in the rough. ■ —Mark Danna

WORDS ON PLAY

A Dictionary of Card Games by David Parlett (Oxford University Press; 360 pp., softcover $11.95) is a comprehensive treasury of just about every card game played in the western world—classics, national favorites, modern inventions, and myriad variations thereof—arranged alphabetically and wittily evaluated and described by one of the world's great authorities on card games (the author also of *A History of Card Games*). Included are games for children and for geniuses, games for fun and for blood, games for one and for many, and games you've never even heard of because they're appearing here for the first time in English. Parlett offers his favorites in various categories, describes the various conventions of card-play, and includes a thorough bibliography and a complete index. This is some kind of great book.



The way things normally work, games are for playing and books are for reading. **The Book of Classic Board Games** (Klutz Press, $16.95) is a book for playing. It contains instructions, boards, and even playing pieces for 15 classic games, all clearly explained and gorgeously illustrated. Some games—backgammon, checkers, 3-D tic-tac-toe, go, and peg solitaire—will be familiar, but others may not. All but one are for two players, and most are easy-to-learn "light strategy" games: roundabouts (the Javanese game surakarta), hasami shogi, hex, brax, hoppers, fandango (the Madagascan game fonarona), mancala, nine men's morris, and others. What, no chess?!

If you collect games as well as play them, you'll wonder how you've come this far without Bruce Whitehill's **American Boxed Games and Their Makers, 1822-1992** (Wallace Homestead, $19.95; (800) 695-1214 for orders). This brand-new 197-page softcover, by the founder of the American Game Collectors Association, covers every aspect of this fascinating passion: from how to start collecting games, how to care for them, and how to sell them, to histories of classic games and detailed descriptions, including dollar values, of thousands more. Fully illustrated (with eight pages in color), and with lists of museums, magazines, and manufacturers (including addresses), a bibliography, and a comprehensive index, this is both a pleasure to browse in and an indispensable reference.

Spin Again by Rick Polizzi and Fred Schaefer (Chronicle Books; 119 pp., large-format softcover $16.95; (415) 777-7240), is an affectionate look at boardgames of the 1950s and '60s, including histories of the major game companies and glorious full-color illustrations, many showing the board and other components as well as the box. The lack of an index limits its usefulness to collectors, but it sure is handsome.

Puzzles Old and New sold 100,000 copies, so its authors, Jerry Slocum and Jack Botermans, figured they were onto a good thing. Their latest book, **New Book of Puzzles** (W.H. Freeman; 128 pp., large-format hardcover $19.95) is a very good thing indeed. Slocum owns the world's largest collection of mechanical puzzles (sliding blocks, twisted wires, matchsticks, disentanglements, burrs, and many other types), and much of his collection is on magnificent display here. Since many great puzzles are difficult to obtain even by collectors with money to spend, the authors show you how to make them yourself, usually out of common materials. And how to solve them when you're done. ■ —B.H.

COMPUTER GAME

TRISTAN

FOR IBM/COMPATIBLE AND MACINTOSH COMPUTERS; AMTEX SOFTWARE, (510) 829-7324; IBM $50, MAC $60

FINGERS — BRAIN
JUMP RIGHT IN — READING REQUIRED

Pinball machines have come a long way since the 1950s. New machines boast more targets, more scoring methods, more gimmicks, more colors, more sounds, more, more, more.

Tristan, an original computer pinball game, forgoes most of the bells and whistles of coin-op machines and focuses on the player's skill in using the flippers (operated by two redefinable keys) and nudging the machine (spacebar) without tilting. It's a real challenge to complete the high-scoring sequences consistently and hit the desired targets when they'll do you the most good.

Hitting certain banks of targets repeatedly increases the jackpot and bonus payoffs, which you collect by shooting the ball through the scoring lane. If the ball drops into the kick-out hole when it's lit, you get a second ball, which releases the first ball when it goes through the scoring lane. For as long as you can keep both balls in play, your score will increase rapidly.

The ball, though no more than tiny points of light on a monitor screen, obeys the laws of pinball physics in an amazingly lifelike way; when it hits a bumper at high speed you can almost feel the impact. The sound effects, digitized from real machines, are quirky and funny. If your computer has good audio, crank up the volume and enjoy.

The game's only drawback is the copy protection scheme, which requires you to find a password in the manual each time you play. This is a real nuisance if you want to keep the game on your hard disk and put the manual away. ■ —Russ Ceccola



PHOTOGRAPHS BY BUTLER & TEGNI

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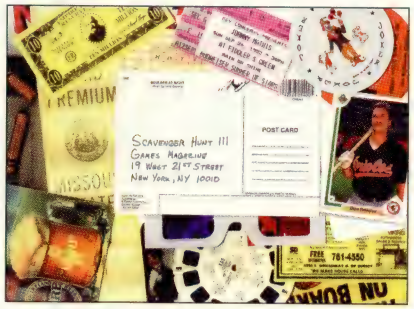
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CONTEST RESULTS

FROM OCTOBER

THE NATIONWIDE SCAVENGER HUNT III



Along with her entry in this year's Scavenger Hunt contest, Louise Rodriguez, of Chicago, expressed what many other entrants must have felt:

"It's late Thursday afternoon [October 29—four days before the Monday deadline] and my eyes are exhausted as they've been reading the front pages of everything from *The New York Times* to *The Galena Gazette* searching in a last-minute effort for the elusive pair of anagrams consisting of six or more letters. That's enough. Just when I think of a great duo such as DEALER and LEADER, I can only find one of the words.

"So with a big sigh and a total sense of relief I am forwarding the other 29 items on the Scavenger Hunt to your office. I feel like a parent performing her ultimate duty—letting go. Each item has been a mini search-and-seek mission for myself, my family, and friends. There's a story behind how I got each one. I've shown those people who said that it couldn't be done. This is what a strong desire and a lot of determination can accomplish. A little bit of chutzpah came in handy, too. I've had a great time searching for these items. I'd just like to meet the person, if there is one, who has found them all. I'd especially like to know where he/she found #26."

Louise Rodriguez, meet Eric Huhn, of King of Prussia, Pennsylvania. With his team of five fellow hunters, Huhn not only found CENTER and RECENT on the front page of *The Millburn-Short Hills Independent Press*, but snared all 29 other items as well.

Of the 223 entries received, 118 claimed all 30 items, but of these 118, only about two-thirds were entirely kosher. Each of these entries was assigned a number, and Huhn's was chosen by a random number generator. He wins a one-week tour of duty as a GAMES editor, including round-trip expenses to New York City, six nights in a suite at the Gramercy Park Hotel, and $500 spending money. His team (one of three that sent *two* complete entries each) included Jade Keating and Ruth Whitman, both of Ridley, Pennsylvania; Doris McKee, of Millburn, New Jersey; Alice Woodcock, of Las Vegas; and Lynne Gardener, of Winter Haven, Florida.

Many people spent hours scrutinizing front pages for the elusive pair of anagrams. The CENTER-RECENT set proved to be the most popular, followed by FORMER-REFORM and DEALER-LEADER (sometimes pluralized); those three pairs alone accounted for more than half of all submissions. The longest pair found was the unexciting nine-letter SELECTION-ELECTIONS.

Another item that required patience to get was the personal ad with all 26 letters of the alphabet. A few readers were lucky enough to stumble upon acrostical ads like "Audacious backpacker; cuddly divorced earthmother; forties ...," etc. The shortest pangrammatic ad we received used just 84 letters: "Cute, creative DWJM 39, 5'10 seeks funny, bright but lazy F who still uses a roach clip. Write Box VMV9419 36 Cooper Sq, NYC 10003."

We now have an office full of yellow diamond-shaped car signs with the words ___ ON BOARD (the blank representing anything but BABY). Lots of people use these messages to tell other drivers about their dog breeds—Akita, beagle, Chihuahua, Dobie, fox terrier, Samoyed, schnauzer, Scottie, St. Bernard, whippet, and Yorkie were all on board. So were the occasional attack cat and one bird. Others told us about themselves: beer bum, Cessna pilot, classy lady, clown, cook, cowboy, dancer, Finn, golfer, gymnast, hunk, jogger, lawyer, lefty, magician, nervous driver (as well as stunt driver), newlyweds, nurse, party animal, secretary, senior citizen, shop-oholic, stud, teacher, Trekkie, V.I.P., and (from an optimist) winner. One sign asked, "Who cares who's on board?"

To get the 30 items, people made strange requests of friends and relatives. Do you know anyone from the USSR? Have you called that person lately? Did you ever win a state fair ribbon? Have you ever run a marathon? Can I look at your furniture tags?

Having received well over a billion dollars in play money, enough Mother's Day cards to keep all the GAMES editors' mothers happy until the turn of the century, and four decks' worth of round jokers, we feel we've helped America clean out its collective junk drawer. But don't be afraid to let the junk reaccumulate. That obsolete Perot/Stockdale bumper sticker just might be on our next Scavenger Hunt list.

The winners of runner-up GAMES T-shirts are: Angie Baratta, Sherwood, MI; Jeff & Ellen Ferdon, Charlotte, NC; Kate Forester, Ithaca, NY; Lion Gunnels, Scottsdale, AZ (also a runner-up in our last Scavenger Hunt); Tiffany Harris, West Hollywood, CA; Cheryl Jakielo, Wethersfield, CT; Maggie Jones, Iola, WI; John Kostik, Houston, TX; Pat Lawrence, Troy, MI (who had two complete entries); Karen Leonard, Salem, NH; Bill Lingenfelter, Seattle, WA; Natalie Shrader, Stow, MA; Bret Smith, Corvallis, OR; Linda Swope, Greenville, SC; and Elizabeth Williams, West Hills, CA.

Gary Nygaard, of Vadnais Heights, Minnesota, and David LaRochelle, of Columbia Heights, Minnesota, also get a T-shirt for having the first entry to arrive with all 30 items. It came on August 31, a full 16 days before the next complete entry. This team was also a runner-up in the last Scavenger Hunt.

An honorable mention goes to Mike Onzay and Jon Balenzano of Moscow, Idaho, whose two complete entries were both passed over by the random draw generator. And congratulations to all those who found everything but a way to beat the luck of the draw.

—Peter Gordon

FROM DECEMBER

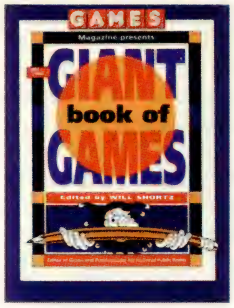
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Obviously the "eyes" have it, as more and more readers get into stereograms, the random-dot patterns that conceal 3-D images. Our first stereogram contest ("Teleport Maze," April 1992) drew a respectable 4,900 entries; this time we received an astonishing 10,000 responses—the first time a contest has ever outstripped a

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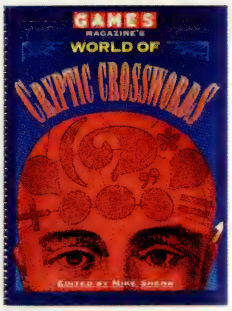
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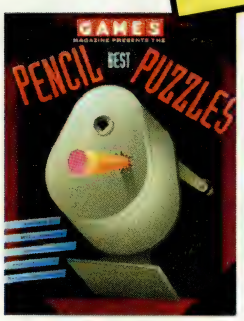
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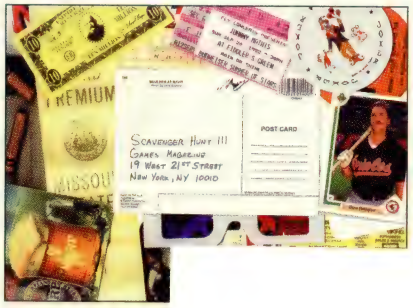
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beagle, Chihuahua, Dobie, fox terrier, Samoyed, schnauzer, Scottie, St. Bernard, whippet, and Yorkie were all on board. So were the occasional attack cat and one bird. Others told us about themselves: beer bum, Cessna pilot, classy lady, clown, cook, cowboy, dancer, Finn, golfer, gymnast, hunk, jogger, lawyer, lefty, magician, nervous driver (as well as stunt driver), newlyweds, nurse, party animal, secretary, senior citizen, shop-oholic, stud, teacher, Trekkie, V.I.P., and (from an optimist) winner. One sign asked, "Who cares who's on board?"

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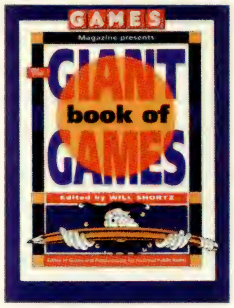
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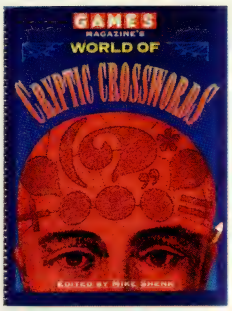
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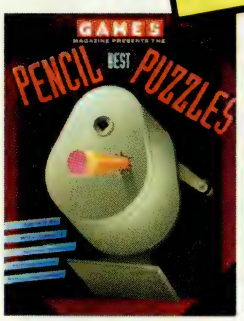
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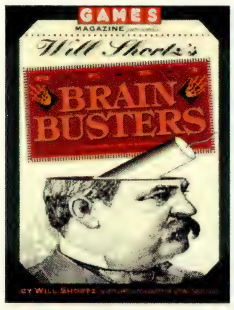


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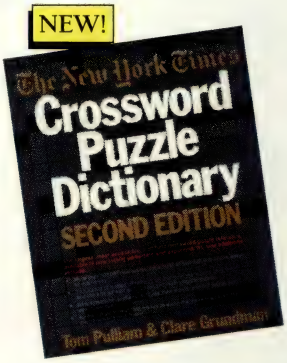


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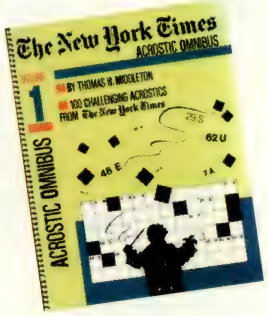
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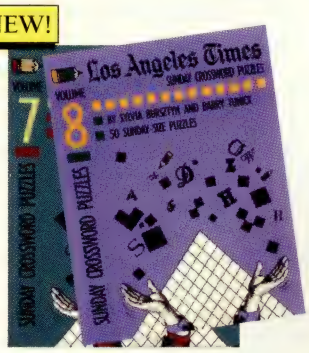


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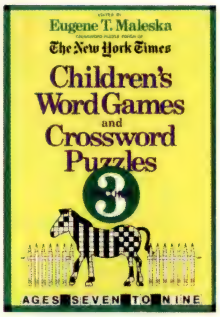
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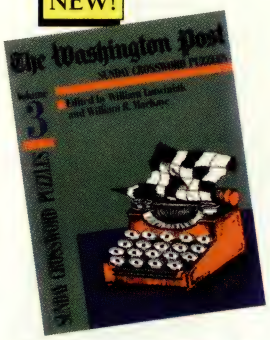


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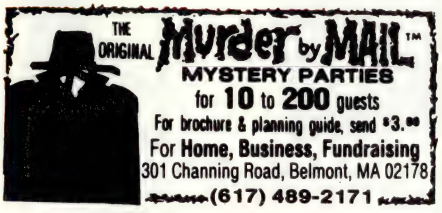
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A GAMES 100 selection.

CONTINUED FROM PAGE 52

GAMES 100 contest in the same issue.

The object here was to stare into a full-page color stereogram to find 12 objects, the names of which formed six pairs of anagrams. The correct solution, sighted by almost everyone, was GRIN-RING, HOSE-SHOE, LAMP-PALM, EARTH-HEART, DAMSEL-MEDALS, and HORNET-THRONE.

The grand prize winner of $1,000 worth of puzzles from the Winter 1993 Bits & Pieces catalog is John Locke of Altamonte Springs, Florida, whose envelope was chosen at random from among the correct entries.

Runner-up GAMES T-shirts go to: Karen Chan, Rego Park, NY; William Duryea, Palatine, IL; Deborah Gerber, Scottsdale, AZ; Dana Hickman, Chicago, IL; Joel Hungerford, Union, OH; Denise LeBlanc and Richard Patterson, Halifax, Nova Scotia; Jared McGehee, Richardson, TX; George Tolley, Baltimore, MD; Michael Tucci, Rochester, NY; and Marilyn Williams, Summerfield, NC. —Mark Danna

FROM DECEMBER

ALL THE TRIMMINGS!

Over 8,600 readers helped us trim our tree with games in this year's GAMES 100 cover contest. The challenge was to identify an unstated number of gameboards, playing pieces, and electronic screens from the GAMES 100 shown in the cover's tree-decorating scene.

We had intended there to be 20 correct answers, as follows: balls (from back, left to right)—Indiana Jones and the Fate of Atlantis, Quickword, Eurorails, 'Swoggle, Showdown Yahtzee, Quadrature, Heaven & Earth, Mock My Words, Think Alike, Links 386 Pro, Scrutineyes, Master Triazzle, Connections; box—Brick by Brick, Stack; on the table (left to right)—All the Way Home, Axis & Allies, Bandu, Masterball Rainbow; and the table itself—Let's Buy Hollywood. Due to the imprecision of the color printing, however, we accepted entries that omitted Let's Buy Hollywood (while correctly listing the other 19 games). The ornaments still proved to be ornery, with only about 20% of the entries judged as correct. Readers frequently substituted Krusty's Super Fun House for Quickword.

The grand prize winner of $2,000, chosen at random from among the correct entries, is Teri D'Agostino of Ormond Beach, Florida. Runner-up GAMES T-shirts go to: Jessica Chuang, Oberlin, OH; Sandra Ellis, Huxley, IA; Beth Frantz, Chelmsford, MA; David Halpin, Columbia, SC; Samantha Hopkins, Oak Ridge, TN; Gary Kubina, Mobile, AL; Ried Loveland, Winter Garden, FL; Paul Molnar, Toledo, OH; Amy Olmsted, Montebello, VA; and Jerry Tennison, Flower Mound, TX.

—Amy Goldstein

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Check one: ___ U.S. ___ Canada Please enclose $15 (U.S. funds only) to cover the cost of contest administration. Mail to: National Puzzle Test, GAMES Magazine, 19 West 21st Street, New York, NY 10010. Registrations must be received by April 30, 1993.

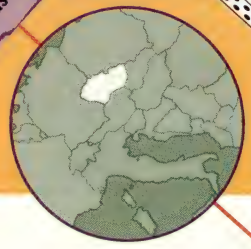




WHICH DIE IS NEXT? ★★
Here is a sample puzzle for the National Puzzle Test. Which die comes next in this series? ANSWER, PAGE 41









Our first National Puzzle Test last year was such a success that, yes, we're doing it again. Puzzle solvers from all over the country will have another chance to match wits with the GAMES staff and contributors and to compete with one another in a single, large, simultaneous event.

As before, the test will be conducted by fax. And again, the four winners will earn the right to represent the United States at the World Puzzle Team Championship, which will bring together the top puzzlers from around the globe. Although last year the Championship was held in the U.S. (see the December 1992 GAMES), this September it will be held in the Czech Republic, part of the former Czechoslovakia, in the Moravian capital of Brno (see inset). GAMES editor Will Shortz will captain the U.S. team, and the four team members will have all their expenses paid to the world event.

The Test The National Puzzle Test will be held on Saturday, May 15, beginning about 10:00 A.M.–1:00 P.M. local time. You will, obviously, need access to a fax machine—at your office or school, the office of a friend or relative, the local drugstore or copy shop, wherever.

The test will contain about 35 puzzles on six pages, which will be created especially for this event by the staff and contributors of GAMES. In keeping with the international nature of the Championship, all of the puzzles will be language and culture neutral. They may include scrambled comics, number teasers, criss-cross puzzles, find-the-common-element-in-the-pictures, mazes, etc. You will have two hours to solve as many of the puzzles as you can and fax your answers back to GAMES using the special 800-number we will give you.

Contestants are not allowed to use outside help of any kind—no computers, calculators, books, kibitzers, or any other assistance from people or things.

Winning Each puzzle on the test will have a point value. The four persons who solve puzzles worth the most points will be named to the U.S. team. Team members will be required to sign affidavits that they did not use outside help. GAMES reserves the right to substitute team members if, in its sole judgment, it believes the rules have been violated. If any winner is unable to attend the Championship in Brno, the next runner-up will be offered that contestant's place. Every contestant who returns a solution to the fax test will receive a GAMES certificate.

Canadian Readers GAMES readers in Canada may also take the test, and the hosts of the World Championship have invited the four highest scorers to represent Canada at the world event. However, GAMES is not able to sponsor the Canadian team.

Entering Fill out the registration form at right or a facsimile and get it to GAMES by April 30. Enclose $15 to cover the cost of the contest administration. All contestants will be mailed an answer sheet and a complete set of rules in early May.

PUZZLE FROM *LUŠTÍ ČELÁ RODINA* MAGAZINE (BRNO)

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WILD CARDS

edited by peter gordon

TRIVIA

TV HANGOUTS

Schmoozing at the local hangout is an important part of many TV shows. Below are 18 shows (1–18) and their hangouts (a–r). If you can't match them all, try hanging out in front of the TV some more.

1. *Alice*
2. *All in the Family*
3. *Beverly Hills 90210*
4. *Coach*
5. *A Different World*
6. *Evening Shade*
7. *Gunsmoke*
8. *Happy Days*
9. *Magnum, P.I.*
10. *M*A*S*H*
11. *Murphy Brown*
12. *Northern Exposure*
13. *Quincy, M.E.*
14. *Roseanne*
15. *The Simpsons*
16. *Star Trek: The Next Generation*
17. *Three's Company*
18. *Twin Peaks*

a. Arnold's
b. The Brick
c. Danny's Place
d. Double R Diner
e. Kelsey's Bar
f. King Kamehameha Club
g. Lobo Lounge
h. Longbranch Saloon
i. Mel's Diner
j. Moe's Tavern
k. The Peach Pit
l. Phil's
m. The Pit
n. Ponder Blue's Barbecue Villa
o. Regal Beagle
p. Rosie's
q. Ten Forward
r. Touchdown Club

—Jennifer Shenk

TEASERS

P.S.

What's the only common, uncapitalized, five-letter English word that has both a silent P and a silent S?

—Jason Orendorff



TEASERS

END GAME

In general, to form plurals in English, you add either -S or -ES (and, possibly, change a Y to an I). There are a number of plural words, however, that don't follow this rule. Without resorting to words that are plurals of themselves (DEER, e.g.), can you think of eight different letters of the alphabet that are final letters of English plural nouns that don't follow the general rule? Hint: Think of words of foreign descent.

—Ogden Porter

TORMENTORS

TO SOME DEGREE

Here's a puzzle to solve during the spring thaw. In the equation below, each letter represents a different digit from 1 to 9. (No letter represents a 0.) Can you determine the value of each letter so that a four-digit number representing HEAT (in Fahrenheit degrees) equals a four-digit number representing WARM (in Celsius)? Remember: To convert a Celsius temperature to Fahrenheit, multiply by 9/5 and add 32.

HEAT (°F.) = **WARM** (°C.)

—Guney Mentes

TOUGH NUTS

UPWARDLY MOBILE

The 20-story Hussel Office Building (in Rapid City, South Dakota) has one busy elevator that runs up and down from the first floor to the twentieth. On a recent up trip, the elevator transported seven passengers. Each of them went up at least two floors, but no two went up the same number of floors. On this upward run, the elevator's doors opened at more odd-numbered floors than even-numbered ones, discharged no passengers on the 17th floor, and had no more than one passenger cross its threshold on any given floor. Anton was the last one on and the second one off. Bessie, who got on before Clara and after Dagwood, went up more flights than Dagwood did. Edsel, who was transported exactly twice as many flights as Filbert was, got off before Gerda, who was not the last one off, got on.

Can you determine where each passenger got on and off the elevator?

—Virginia McCarthy

WORDPLAY

UNAWKWARD WORDS

The middle five letters have been removed from each of the 10 words below. In every case, the five removed letters are palindromic; that is, they read the same forward and backward. For instance, "PO_____ED" would be POSSESSED, while "MO_____ES" would be MONOTONES. Getting them all will require your undivided attention.

1. AG_____ON
2. DE_____LE
3. OV_____SS
4. FO_____OL
5. CH_____KE
6. KI_____TS
7. ST_____OM
8. GU_____IL
9. TE_____TS
10. EV_____EN

—Gary Disch

ILLUSTRATION BY JIMMY CMYK

ANSWERS, PAGE 41

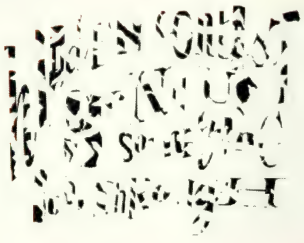
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WILD CARDS

LOOK
SEEING IS BELIEVING



We found the image above on a slip of paper in a book called *God's First Words*. We believe it's a puzzle of some sort, but we can't make heads or tails out of it. If you can shed some light on the subject, we'd like to hear from you.

WORDPLAY
INTERNAL AFFAIRS II

By inserting a word from the right column (a–t) into the correct word in the left column (1–20), you can form a longer new word. For example, if POT appeared in the left column, and TEN in the right, TEN could be inserted after the O to make POTENT. Each word is to be used exactly once.

1. Bad	a. At
2. Pat	b. Id
3. Set	c. Pi
4. Son	d. Or
5. Was	e. Us
6. Boom	f. Ear
7. Cant	g. Red
8. Clod	h. The
9. Coin	i. Herb
10. Form	j. Here
11. Real	k. Oven
12. Seen	l. Port
13. China	m. Time
14. Feign	n. Trio
15. Onion	o. Urge
16. Super	p. Chill
17. Center	q. Event
18. Hearing	r. Hears
19. Present	s. Lance
20. Conversion	t. Trend

—Stephen Sniderman

HALL OF FAME
CELEBRITY SURNAMES

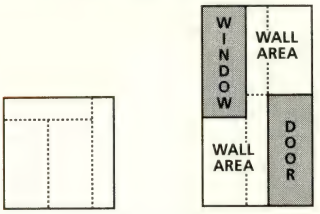
The two lists of eight names below, one of which is all men, the other all women, consist of first names of famous people. How many of the celebrity surnames can you supply? While there may be more than one possible answer for many of the names, our answers are unique, in a way.

Christopher	Alice
Daryl	Carroll
Gene	Connie
Jerry	Evelyn
Joey	Joan
Mel	Joyce
Michael	Mandy
Sean	Shelley

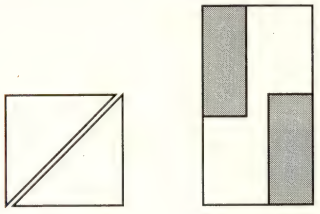
—Lori Zlatkin

LOOK
PANEL DISCUSSION

You and your coworker have been assigned to cut a square panel of wallboard into no more than four pieces to fill the irregular wall area below. You intend to cut and fit the panel as shown.



But when you're ready to begin, you discover that someone has already made the first cut—diagonally. After a brief discussion, you discover a way to complete the job as assigned. How do you do it?



—Bob Stanton

TWISTS

A ONE AND A TWO

Each of the clues below leads to an answer of three words in which two adjacent words are the same. For example, "Sarcastic laughter" leads to "Hardy har har," while "Exclamation of delight" yields "Goody goody gumdrops." Remember: "If at first you don't succeed ..."

1. Ending for the above quote
2. Glenn Miller hit about a Tennessee train
3. Famous TV German shepherd
4. Song in both *The Man Who Knew Too Much* and *Heathers*
5. Broadway musical featuring the song "Put on a Happy Face"
6. Hungarian-born cop-slapping actress
7. 1988 UB40 #1 hit
8. '50s revival group led by Bowzer
9. Ringo Starr Top 10 hit
10. Hairy part of the Three Little Pigs' anatomy

—Robert Leighton

TRIVIA

SOMEBODY'S MOVIE

What name fits in the blank of each of the following movie titles? Movie experts should be able to get at least 15.

1. ___'s *Day Off*
2. ___'s *Crossing*
3. ___'s *Run*
4. ___'s *Rib*
5. ___'s *Honor*
6. ___'s *Ladder*
7. ___'s *Millions*
8. ___'s *Baby*
9. ___'s *Big Adventure*
10. ___'s *World*
11. ___'s *Machine*
12. ___'s *Law*
13. ___'s *Story*
14. ___'s *Oil*
15. ___'s *Express*
16. ___'s *Brain*
17. ___'s *Bluff*
18. ___'s *Feast*
19. ___'s *Dragon*
20. ___'s *Friends*

—Peter Gordon

ANSWERS, PAGE 41

You've seen 3-D stereograms in *Games*.
You've seen them on posters.
You've seen them in your dreams.

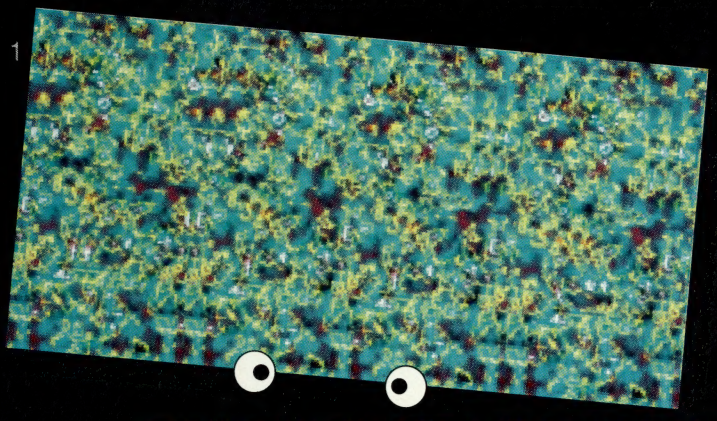
The newest craze in visual entertainment now comes to you in book form!

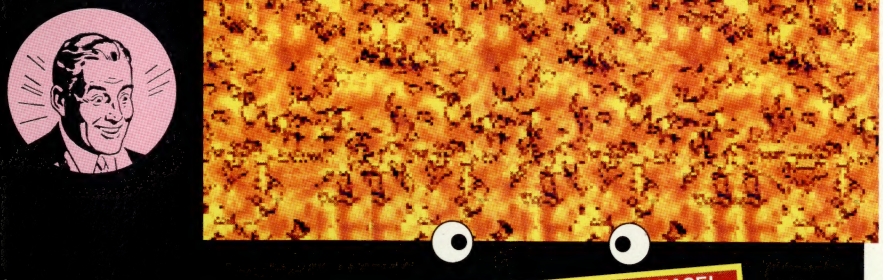
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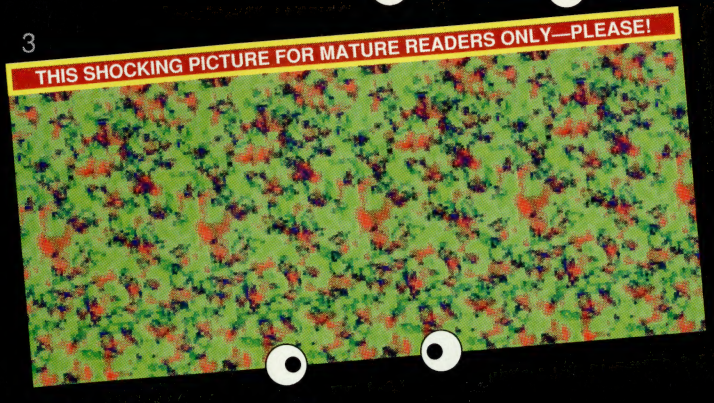
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1. Dan Unger, of Alameda, California (1989)



2. Jan Dixon, of Mountain View, California (1988)



3. Charles Smith, of Durham, North Carolina (1990)



4. Marcia Wade, of Farmland, Indiana (1990)

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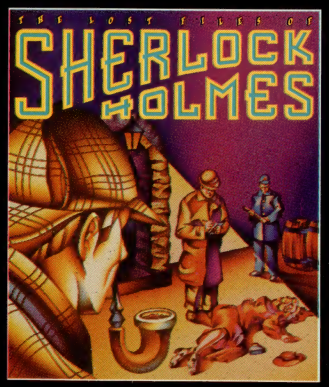
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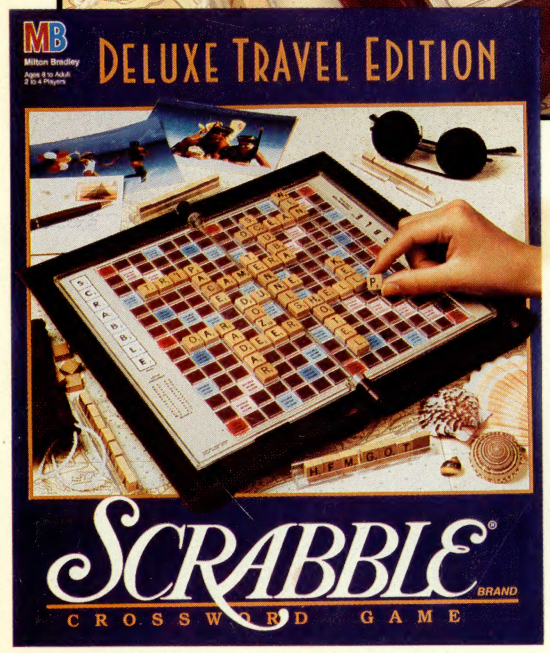
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